

# CRITICAL ROLLS



Exciting and consequential outcomes for the dreaded 1s  
and epic 20s both in and out of combat.



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# CRITICAL FAILS

Critical fail effects for GMs and players



## CRITICAL FAILS

When a natural 1 is rolled on an attack by the GM or a player, roll a d6 and d10 to select a table. Each table has four entries for different attack types: melee, ranged, natural (for attacks with limbs, bites, and the like), and magic.

Each result also has a severity level indicated: Awkward, Embarrassing, Shameful, or Disgraceful. We would recommend using only Awkward results at level 1, introducing Embarrassing at level 5, Shameful at level 9, and Disgraceful at level 13. Of course, you can choose to play with everything from level 1; just don't be too surprised when 'falling on your own sword' takes on a far less honorable meaning...

These results are intended to add some extra flavor and storytelling to critical misses. Most effects are short-term but, where an end point is not specified, it is up to the GM how to end the effect, or even if it can be ended at all. Indeed, setting out to do so could be the seed of an adventure in itself.

If a save is allowed to avoid an ongoing effect, the player character or creature can repeat this save at the end of each of their turns for free.

If an effect would not make sense, or does not apply in the specific situation, simply reroll another result, or ignore it for speed of play.

To avoid the results becoming punishing or frustrating, we suggest that each player character or creature only roll for an effect for their first critical miss of an encounter (if the effect does not apply, they should continue to roll on subsequent critical misses until they roll and effect which does).

When using these effects, 'you' refers to the player character or creature who rolled a 1.

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TABLE 1

Attack Type	Effect
Melee	<b>Who turned out the lights?</b> If you are wearing headgear, it slips over your eyes. You are blinded and must use a bonus action to reposition it.
Ranged	<b>Whoops!</b> Reroll attack against the closest creature to the target (other than yourself).
Natural	<b>You taste AWFUL.</b> If this attack was a bite, you are poisoned for 1d4 rounds.
Magic	<b>Backfire.</b> The effects of the spell are reversed; any harmful effects are applied to you (and the target replaces 'you' in the spell description, if applicable) at half the potency. If a beneficial effect is intended to you or an ally, a random target in range is affected.

TABLE 2

Attack Type	Effect
Melee	<b>Tag team.</b> The target of your attack can use its reaction to take the Help action.
Ranged	<b>Volley.</b> If the target of your attack has a ranged weapon, it can use its reaction to make a ranged weapon attack against you.
Natural	<b>Sprain.</b> Your body is damaged when your strike goes awry. The weapon takes a cumulative -1 penalty to damage rolls until you finish a short rest. If its penalty drops to -5, it requires a long rest instead.
Magic	<b>Hit cover.</b> The target of your attack can use its reaction to move up to half its speed and take cover.

TABLE 3

Attack Type	Effect
Melee	<b>Two left feet.</b> The target of your attack can use its reaction to take the Disengage action.
Ranged	<b>I'm reloading!</b> You fumble your ammunition, and must spend your next action reloading.
Natural	<b>Locked down.</b> The target of your attack can use its reaction to attempt to grapple you.
Magic	<b>Now you see me...</b> The target of your spell turns invisible for 1d4 rounds.

TABLE 4

Attack Type	Effect
Melee	<b>Left an opening.</b> The target of your attack gains a 1d4 bonus to its next attack roll.
Ranged	<b>Out of dodge.</b> The target of your attack can use its reaction to take the Hide action.
Natural	<b>Redistributed weight.</b> The target of your attack can use its reaction to attempt to shove you.
Magic	<b>Ashes to ashes.</b> The spellcasting focus you used is destroyed.

TABLE 5

Attack Type	Effect
Melee	<b>Where'd they go?</b> The target of your attack can use its reaction to take the Hide action.
Ranged	<b>Broken bow.</b> The weapon you attacked with is destroyed.
Natural	<b>Left gawping.</b> The target of your attack gains a 1d4 bonus to its next attack roll.
Magic	<b>Butterfingers.</b> You lose your spellcasting focus, and must spend your next action finding it again.

TABLE 6

Attack Type	Effect
Melee	<b>Grim determination.</b> You have advantage on your next attack against the target.
Ranged	<b>Did you check the sofa cushions?</b> This projectile cannot be recovered.
Natural	<b>Ow, ow, ow!</b> Make a DC 12 Constitution saving throw. On a failed save, you are unable to attack with this body part for 1d4 rounds.
Magic	<b>Bwaaawk.</b> 2d4 chickens appear within 10 ft. of you.



TABLE 7

Attack Type	Effect
Melee	<b>Is the room spinning?</b> For the next 1d4 rounds, make a DC 12 Constitution saving throw at the start of your turn. On a failed save, you are blinded for that turn.
Ranged	<b>Grim determination.</b> You have advantage on your next attack against the target.
Natural	<b>Loose tooth.</b> If this attack was a bite, your damage is reduced by 1d4 for 1 minute.
Magic	<b>This isn't the one I picked!</b> Your nose grows to three times its original size.

TABLE 8

Attack Type	Effect
Melee	<b>On the rebound.</b> Your weapon bounces off the target and strikes you in the face. You have disadvantage on your next attack.
Ranged	<b>I guess this is mine now...</b> The projectile lands in a convenient location for the target to pick it up.
Natural	<b>Grim determination.</b> You have advantage on your next attack against the target.
Magic	<b>Drawing a blank...</b> You are unable to cast this spell for 1d4 rounds.

TABLE 9

Attack Type	Effect
Melee	<b>Swing wide.</b> The target may make an opportunity attack against you.
Ranged	<b>Not so stealthy.</b> If you were hiding, the target sees you.
Natural	<b>Step on it!</b> If you have a tail, take 1d4 damage.
Magic	<b>Off we go!</b> You teleport 10 ft. in a direction randomly determined by the GM (up is a direction).

TABLE 10

Attack Type	Effect
Melee	<b>Pulled muscle.</b> You deal 1/2 damage on your next attack.
Ranged	<b>Something in my eye.</b> Reroll this attack against a random creature within 10 ft. of the target.
Natural	<b>Off form.</b> You have disadvantage on melee attacks for 1d4 rounds.
Magic	<b>I'm melting!</b> If this attack deals acid damage, a non-magical item in your pack dissolves.

TABLE 11

Attack Type	Effect
Melee	<b>Cramp!</b> You take a 1d4 penalty to your next attack roll.
Ranged	<b>Off target.</b> You deal 1/2 damage on your next attack.
Natural	<b>Something slipped.</b> Your AC is reduced by 1d4 for 1d4 rounds.
Magic	<b>Get this thing off me!</b> If this attack deals cold damage, you are uncomfortably hot for 1d4 hours. You do not gain the benefits of being proficient with your armor during this time.

TABLE 12

Attack Type	Effect
Melee	<b>Riiiiip.</b> Your pack splits, emptying its contents onto the floor.
Ranged	<b>Cramp!</b> You take a 1d4 penalty to your next attack roll.
Natural	<b>Tender.</b> You deal 1/2 damage on your next attack.
Magic	<b>He who smelt it...</b> If this attack deals fire damage, a nauseating stench of sulfur hangs around you for 1d4 days.

TABLE 13

Attack Type	Effect
Melee	<b>Breathtaking.</b> You cannot speak for 1d4 rounds.
Ranged	<b>Split a seam.</b> A piece of clothing or armor you are wearing (decided by the GM) is damaged. On every subsequent attack roll, there is a 25% chance that the item will split further.
Natural	<b>Cramp!</b> You take a 1d4 penalty to your next attack roll.
Magic	<b>Don't know my own strength...</b> If this attack deals force damage, for 1d4 days there is a 10% chance, when you go to touch or hold something, that you extend your hand at full force instead.



TABLE 14

Attack Type	Effect
Melee	<b>Shoes are untied.</b> Every time you move, until the end of combat, there is a 50% chance you will lose your shoe.
Ranged	<b>Spillage.</b> Your ammunition container is upended and the contents fall to the floor.
Natural	<b>Ow, ow, ow!</b> Make a DC 12 Constitution saving throw. On a failed save, you are unable to attack with this body part for 1 minute.
Magic	<b>Shocking.</b> If this attack deals lightning damage, you suffer an unpleasant shock when you touch metal objects for 1d4 days.

TABLE 15

Attack Type	Effect
Melee	<b>Split a seam.</b> A piece of clothing or armor you are wearing (decided by the GM) is damaged. On every subsequent attack roll, there is a 25% chance that the item will split further.
Ranged	<b>Where the arrow falls...</b> The projectile is flung straight upwards. If you do not move before your next turn, you must make a DC 12 Dexterity saving throw. On a failed save, take the weapon's damage.
Natural	<b>Took it out of you.</b> Your next attack deals minimum damage.
Magic	<b>Everyone's favorite party member.</b> If this attack deals necrotic damage, the last enemy you killed rises as a zombie. It is unable to act in any way, but mindlessly follows you for 1d4 days, after which it collapses into a corpse again.

TABLE 16

Attack Type	Effect
Melee	<b>Pulled muscle.</b> You deal 1/2 damage on your next two attacks.
Ranged	<b>Poor footwork.</b> You cannot take the Disengage action on your next turn.
Natural	<b>Up my sleeve.</b> You become entangled in the target's clothing or armor and must make a DC 12 Dexterity or Strength saving throw to free yourself. While entangled, attacks against you are made with advantage.
Magic	<b>Spoiled.</b> If this attack deals poison damage, food eaten by others within 20 ft. of you will be vomited up 2d10 minutes later for 1d4 days.

TABLE 17

Attack Type	Effect
Melee	<b>Cramp!</b> You take a 1d4 penalty to your next two attacks.
Ranged	<b>Off target.</b> You deal 1/2 damage on your next two attacks.
Natural	<b>Swing for the fences.</b> If this attack was made with a tail, you miss the target and strike the floor or a wall. Take 1/2 of the damage from the attack.
Magic	<b>Night terrors.</b> If this attack deals psychic damage, you must make a DC 12 Wisdom saving throw when completing the next 1d4 long rests. On a failed save, you are plagued by nightmares and do not receive the benefits of the rest.

TABLE 18

Attack Type	Effect
Melee	<b>Off balance.</b> All enemies that attack you before your next turn add 1d6 to their attack roll.
Ranged	<b>Cramp!</b> You take a 1d4 penalty to your next two attacks.
Natural	<b>Tender.</b> You deal 1/2 damage on your next two attacks.
Magic	<b>Darling, you're radiant.</b> If this attack deals radiant damage, you emit a bright light for 1d4 hours.

TABLE 19

Attack Type	Effect
Melee	<b>Voided warranty.</b> Your weapon's damage is reduced by 1/4.
Ranged	<b>Hesitation.</b> You lose your bonus action on your next turn.
Natural	<b>Cramp!</b> You take a 1d4 penalty to your next two attacks.
Magic	<b>LOUD NOISES.</b> If this attack deals thunder damage, your voice is amplified to three times its normal volume for 1d4 hours.



TABLE 20

Attack Type	Effect
Melee	<b>Took it out of you.</b> Your next attack deals minimum damage.
Ranged	<b>Twang!</b> If this attack was made with a bow or crossbow, roll a d10. On a 1-9, the weapon's damage is reduced by 1d4 until repaired. On a 10, the string snaps.
Natural	<b>Befuddled.</b> You cannot take reactions until the start of your next turn.
Magic	<b>Oh my!</b> A CR 1/4 creature, chosen randomly by the GM, appears within 30 ft. of you. It is hostile only to you.

TABLE 21

Attack Type	Effect
Melee	<b>Sidestepped.</b> Swap places with the target, and make a DC 12 Dexterity saving throw. On a failed save, fall prone.
Ranged	<b>Pinned.</b> A loose piece of clothing is pinned to the ground by your projectile. You cannot move until you take a bonus action to free yourself.
Natural	<b>This little piggy...</b> If this attack was a kick or claw, your speed is reduced by 5 ft. for 1d4 rounds.
Magic	<b>My bad!</b> Reroll the attack against an ally within 10 ft. of the target. If the attack hits, it deals 1/2 damage.

TABLE 22

Attack Type	Effect
Melee	<b>Twisted ankle.</b> Your speed is reduced by 5 ft. until you finish a short rest.
Ranged	<b>Poor sport.</b> The target taunts you. Make a DC 12 Wisdom saving throw. On a failed save, you have disadvantage when attacking this target until you successfully hit it.
Natural	<b>Sidestepped.</b> Swap places with the target, and make a DC 12 Dexterity saving throw. On a failed save, fall prone.
Magic	<b>Hop to it.</b> You cannot walk or run for 1d4 minutes. You can only jump.

TABLE 23

Attack Type	Effect
Melee	<b>Unprepared.</b> You cannot make attacks of opportunity against the target until the end of your next turn.
Ranged	<b>Cramp!</b> You take a 1d4 penalty to your next attack roll.
Natural	<b>Snap out of it!</b> If you are transformed of your own free will (e.g. a druid in wild shape), you return to your original form.
Magic	<b>Up, up and away!</b> You begin to float upwards at a rate of 10 ft. per turn. On each of your turns, make a DC 12 saving throw, using your spell casting ability, to end this effect and fall from your current height.

TABLE 24

Attack Type	Effect
Melee	<b>Two left feet.</b> You cannot take the Disengage action until the end of your next turn.
Ranged	<b>Your stance is off.</b> Make a DC 12 Wisdom saving throw. On a failed save, take a 1d6 penalty to your next ranged attack roll.
Natural	<b>Stub your toe.</b> You cannot make an unarmed attack on your next turn.
Magic	<b>Oh my!</b> A CR 1/2 creature, chosen randomly by the GM, appears within 30 ft. of you. It is hostile to everyone.

TABLE 25

Attack Type	Effect
Melee	<b>Momentary confusion.</b> You do not add your proficiency bonus to your next attack roll.
Ranged	<b>Overshot.</b> This projectile travels up to twice its usual range.
Natural	<b>Ow, ow, ow!</b> Make a DC 12 Constitution saving throw. On a failed save, you are unable to attack with this body part on your next turn.
Magic	<b>Distracting miscast.</b> You are unable to concentrate on spells for 1d4 rounds.



TABLE 26

Attack Type	Effect
Melee	<b>Feeble.</b> You do not add your damage bonus to your next attack.
Ranged	<b>Momentary confusion.</b> You do not add your proficiency bonus to your next attack roll.
Natural	<b>Cut to the quick.</b> If this attack was made with a claw, your damage is reduced by 1d4 for 1 minute.
Magic	<b>Diminished power.</b> Your spell attack bonus and spell save DC are lowered by 1d4 for 1d4 rounds.

TABLE 27

Attack Type	Effect
Melee	<b>Stumble.</b> You move 5 ft. back from the target.
Ranged	<b>Feeble.</b> You do not add your damage bonus to your next attack.
Natural	<b>Momentary confusion.</b> You do not add your proficiency bonus to your next attack roll.
Magic	<b>Got you worked out.</b> The target has advantage on saving throws against your spells for 1d4 rounds.

TABLE 28

Attack Type	Effect
Melee	<b>Flick of the wrist.</b> You can only attack with one hand on your next turn.
Ranged	<b>Noise-maker.</b> This attack alerts the target to your presence.
Natural	<b>Delayed recovery.</b> You do not add your damage bonus to your next attack.
Magic	<b>Freaky...</b> You and the target must each make a DC 12 Charisma saving throw. If both of you fail, your minds are switched for 1d4 rounds.

TABLE 29

Attack Type	Effect
Melee	<b>Double-edged shield.</b> If you are holding a shield, make a DC 14 Strength saving throw. On a failed save, take 1d4 damage, and you are unable to speak properly for 1d4 rounds. Spells with a verbal component have a 50% chance of failing.
Ranged	<b>Overdraw.</b> If this attack was made with a bow, take 1d4 damage and make a DC 14 Dexterity saving throw. On a failed save, lose a portion of your ear.
Natural	<b>Cat got your tongue?</b> If this attack was a bite, take the attack's normal damage.
Magic	<b>Backfire.</b> The effects of the spell are reversed; any harmful effects are applied to you (and the target replaces 'you' in the spell description, if applicable). If a beneficial effect is intended to you or an ally, a random target in range is affected.

TABLE 30

Attack Type	Effect
Melee	<b>Sword in the stone.</b> Your weapon gets stuck in a nearby object, and you must spend your next action freeing it.
Ranged	<b>Target lock.</b> The target of your attack gains a 1d4 bonus to its next attack roll.
Natural	<b>Badly bruised.</b> The natural weapon you attacked with cannot be used again until you finish a long rest.
Magic	<b>Arcane abnormality.</b> You cannot cast spells from the same school of magic as the spell you just cast until you finish a short rest.

TABLE 31

Attack Type	Effect
Melee	<b>Shattered confidence.</b> You have disadvantage on attack rolls until you can successfully hit.
Ranged	<b>Ricochet.</b> Make a DC 14 Dexterity saving throw. On a failed save, take 1/2 the weapon's damage and you are blinded for 1d4 rounds.
Natural	<b>Ow, ow, ow!</b> Make a DC 14 Constitution saving throw. On a failed save, you are unable to attack with this body part for 1 minute.
Magic	<b>We all have our demons.</b> Make a DC 14 saving throw with your spellcasting ability. On a failed save, you can only speak Abyssal until you finish a long rest.



TABLE 32

Attack Type	Effect
Melee	<b>Momentary confusion.</b> You do not add your proficiency bonus to your attacks for 1d4 rounds.
Ranged	<b>Dust in the eyes.</b> Your weapon's range is reduced by 1/2 for 1d4 rounds.
Natural	<b>Loose tooth.</b> If this attack was a bite, your damage is reduced by 2d4 for 1 minute.
Magic	<b>So much for subtlety...</b> The spell produces a loud boom which can be heard 300 ft. in all directions. All creatures within 15 ft. of you must make a DC 12 Constitution saving throw. On a failed save, they are deafened for 1d4 rounds.

TABLE 33

Attack Type	Effect
Melee	<b>On the rebound.</b> Your weapon bounces off the target and strikes you in the face. Take 1/2 of the weapon's damage, and you have disadvantage on your next attack.
Ranged	<b>Momentary confusion.</b> You do not add your proficiency bonus to your attacks for 1d4 rounds.
Natural	<b>Up my sleeve...</b> You become entangled in the target's clothing or armor, and must make a DC 14 Dexterity or Strength saving throw to free yourself. While entangled, attacks against you are made with advantage.
Magic	<b>Drawing a blank...</b> You are unable to cast this spell for 1 minute.

TABLE 34

Attack Type	Effect
Melee	<b>Too much flourish.</b> Drop your weapon and make a DC 14 Dexterity saving throw. On a failed save, take the weapon's normal damage.
Ranged	<b>Out of the shadows.</b> If you were hiding, the target sees you. Reroll your Dexterity (Stealth) check with disadvantage against the passive Perception of every enemy within 120 ft.
Natural	<b>Momentary confusion.</b> You do not add your proficiency bonus to your attacks for 1d4 rounds.
Magic	<b>Not quite what I meant.</b> The target of your spell becomes resistant to the damage type of the spell for 1d4 rounds.

TABLE 35

Attack Type	Effect
Melee	<b>Took it out of you.</b> Your next two attacks deal minimum damage.
Ranged	<b>Wind her up and let her go!</b> If this attack was made with a thrown weapon, it travels in the opposite direction to the one intended. Reroll this attack with disadvantage against the first object it hits.
Natural	<b>Off form.</b> You have disadvantage on melee attacks for 1d6 rounds.
Magic	<b>Oh my!</b> A CR 1/2 creature, chosen randomly by the GM, appears within 30 ft. of you. It is hostile only to you.

TABLE 36

Attack Type	Effect
Melee	<b>My back!</b> If this attack was made with a two-handed weapon, you hurt your back, and have disadvantage on Strength (Athletics) checks until you finish a short rest.
Ranged	<b>Took it out of you.</b> Your next attack deals minimum damage.
Natural	<b>Something slipped.</b> Your AC is reduced by 1d6 for 1d4 rounds.
Magic	<b>My bad!</b> Reroll the attack against an ally within 10 ft. of the target.

TABLE 37

Attack Type	Effect
Melee	<b>Voided warranty.</b> Your weapon's damage is reduced by 1/2.
Ranged	<b>Twang!</b> If this attack was made with a bow or crossbow, roll a d8. On a 1-7, the weapon's damage is reduced by 1d4 until repaired. On an 8, the string snaps.
Natural	<b>Took it out of you.</b> Your next two attacks deal minimum damage.
Magic	<b>Where did that come from?</b> If this attack deals cold, fire, force, lightning or thunder damage, an elemental (chosen by the GM) appears within 60 ft. of you. It is hostile towards all creatures.



TABLE 38

Attack Type	Effect
Melee	<b>Sidestepped.</b> Swap places with the target, and make a DC 14 Dexterity saving throw. On a failed save, fall prone.
Ranged	<b>Your stance is off.</b> Make a DC 14 Wisdom saving throw. On a failed save, take a 1d6 penalty to your next ranged attack roll.
Natural	<b>Tender.</b> You take a 1d6 penalty to your next attack roll.
Magic	<b>Drawing a blank...</b> Make a DC 14 saving throw with your spellcasting ability. On a failed save, you are unable to cast this spell again until you finish a short rest.

TABLE 39

Attack Type	Effect
Melee	<b>Twisted ankle.</b> Your speed is reduced by 10 ft. until you finish a short rest.
Ranged	<b>Cramp!</b> You take a 1d6 penalty to your next attack roll.
Natural	<b>Tender.</b> You deal 1/2 damage for 1d4 + 1 rounds.
Magic	<b>Off we go!</b> You teleport 30 ft. in a direction randomly determined by the GM (up is a direction).

TABLE 40

Attack Type	Effect
Melee	<b>Pulled muscle.</b> You take a 1d6 penalty to your next attack roll.
Ranged	<b>Off target.</b> You deal 1/2 damage for 1d4 + 1 rounds.
Natural	<b>Swing for the fences.</b> If this attack was made with a tail, you miss the target and strike the floor or a wall. Take the damage from the attack.
Magic	<b>They've gone haywire!</b> You lose control of your legs, which run in a random direction at full speed for 1d4 rounds.

TABLE 41

Attack Type	Effect
Melee	<b>Cramp!</b> You deal 1/2 damage for 1d4 + 1 rounds.
Ranged	<b>Poor sport.</b> The target taunts you. Make a DC 14 Wisdom saving throw. On a failed save, you have disadvantage when attacking this target until you successfully hit it.
Natural	<b>Stance could use work.</b> If this attack was made with a limb, roll a DC 14 Dexterity saving throw. On a failed save, you fall prone.
Magic	<b>Boom.</b> You are blasted back 1d10 × 5ft. away from the target.

TABLE 42

Attack Type	Effect
Melee	<b>Let me get that...</b> You drop your weapon and must spend a bonus action to pick it up again.
Ranged	<b>Maybe move your finger next time...</b> If this attack was made with a bow, take the weapon's normal damage.
Natural	<b>Broke a nail...</b> If this attack was made with a claw, you are unable to use it again for 1d4 rounds (if you have multiple sets of claws, this only affects one of them).
Magic	<b>Oh my!</b> A CR 1 creature, chosen randomly by the GM, appears within 30 ft. of you. It is hostile to everyone.

TABLE 43

Attack Type	Effect
Melee	<b>Butterfingers.</b> You lose your grip mid-swing, and your weapon goes flying 1d4 + 1 × 5ft. away in the direction of the target.
Ranged	<b>Wrist strain.</b> If this attack was made with a thrown weapon, take 1d6 damage.
Natural	<b>Cut to the quick.</b> If this attack was made with a claw, your damage is reduced by 2d4 for 1 minute.
Magic	<b>Detonation.</b> All creatures within 10 ft. of you, including yourself, must make a DC 16 saving throw appropriate to the spell. Each creature that fails takes 1d8 damage of the type caused by this attack.



TABLE 44

Attack Type	Effect
Melee	<b>What are you wearing?!</b> Your swing misses its mark and your arm/hand hits the target instead of your weapon. If the target is wearing heavy armor, take 1d6 bludgeoning damage.
Ranged	<b>Noise-maker.</b> This attack misses and alerts the target to your presence and general location.
Natural	<b>Momentary confusion.</b> You do not add your proficiency bonus to your attacks for 1d4 + 1 rounds.
Magic	<b>Hoisted by your own petard.</b> You become vulnerable to the damage type of the spell you attempted to cast until you finish a short rest.

TABLE 45

Attack Type	Effect
Melee	<b>My stick's stuck.</b> Your weapon becomes lodged in a non-damaging part of the enemy or a nearby object.
Ranged	<b>Bad form.</b> If this attack was made with a bow, the bow string strikes you in the forearm. Take a 1d6 penalty to your next two attack rolls.
Natural	<b>Delayed recovery.</b> You do not add your damage bonus to attacks for 1d4 + 1 rounds.
Magic	<b>Quite the opposite.</b> The target of your attack is infused with the damage type of this spell for the next 1d4 rounds. Each time the target makes a melee attack, it adds 1d4 of that damage type.

TABLE 46

Attack Type	Effect
Melee	<b>Double-edged shield.</b> If you are holding a shield, make a DC 16 Strength saving throw. On a failed save, take 1d6 damage, and you are unable to speak properly for 1d4 rounds. Spells with a verbal component have a 75% chance of failing.
Ranged	<b>Ricochet.</b> Make a DC 16 Dexterity saving throw. On a failed save, take the weapon's damage and you are blinded for 1d4 rounds.
Natural	<b>Ow, ow, ow!</b> Make a DC 16 Constitution saving throw. On a failed save, you are unable to attack with this body part until you finish a short rest.
Magic	<b>Backfire.</b> The effects of the spell are reversed; any harmful effects are applied to you (and the target replaces 'you' in the spell description, if applicable) at double the potency. If a beneficial effect is intended to you or an ally, a random enemy in range is affected.

TABLE 47

Attack Type	Effect
Melee	<b>On the rebound.</b> Your weapon bounces off the target and strikes you in the face. Take the weapon's damage, and you have disadvantage on your next attack.
Ranged	<b>Shattered confidence.</b> You have disadvantage on attack rolls until you can successfully hit.
Natural	<b>Cat got your tongue?</b> Take the attack's normal damage, if this attack was a bite, you are unable to speak until healed.
Magic	<b>Now you see me...</b> You are transported to the ethereal plane. Make a DC 16 saving throw at the end of each of your turns. On a successful save, you reappear in the material plane.

TABLE 48

Attack Type	Effect
Melee	<b>My bad!</b> Reroll this attack against an ally within 5ft. of both you and the original target.
Ranged	<b>Not so stealthy.</b> If you were hiding, the target sees you. Reroll your Dexterity (Stealth) check with disadvantage. Every enemy within 120 ft. may make a Wisdom (Perception) check with advantage to detect you.
Natural	<b>Sword beats fist.</b> If the target of this attack is wielding a melee weapon, take half that weapon's damage.
Magic	<b>Detonation.</b> All creatures within 15 ft. of you, including yourself, must make a saving throw appropriate to the spell, equal to your spell save DC. Each creature that fails takes 1d8 damage of the type caused by this attack.

TABLE 49

Attack Type	Effect
Melee	<b>Butterfingers.</b> You lose your grip mid-swing, and your weapon goes flying 1d4 + 1 × 5ft. away in the direction of the target. Make a ranged attack roll against the nearest creature (other than the target) in that direction.
Ranged	<b>Twang!</b> If this attack was made with a bow or crossbow, roll a d6. On a 1-5, the weapon's damage is reduced by 1d4 until repaired. On a 6, the string snaps.
Natural	<b>Off form.</b> You have disadvantage on melee attacks for 1d8 rounds.
Magic	<b>How'd that get there?</b> If this attack deals cold, fire, force, lightning, or thunder damage, an elemental (chosen by the GM) appears within 60 ft. of you. It is hostile towards you and your allies.



TABLE 50

Attack Type	Effect
Melee	<b>Twisted ankle.</b> Your speed is reduced by 15 ft. until you finish a short rest.
Ranged	<b>My bad!</b> Reroll this attack against an ally within 10 ft. of the original target.
Natural	<b>Something slipped.</b> Your AC is reduced by 1d8 for 1d4 rounds.
Magic	<b>Drawing a blank...</b> Make a DC 16 saving throw with your spellcasting ability. On a failed save, you are unable to cast this spell again until you finish a long rest.

TABLE 51

Attack Type	Effect
Melee	<b>Sidestepped.</b> Swap places with the target, and make a DC 16 Dexterity saving throw. On a failed save, fall prone.
Ranged	<b>Your stance is off.</b> Make a DC 16 Wisdom saving throw. On a failed save, take a 1d6 penalty to your next ranged attack roll.
Natural	<b>Sack of bricks.</b> You fall prone. 1d4 enemies within 5 ft. of you may make an opportunity attack.
Magic	<b>Off we go!</b> You teleport 50 ft. in a direction randomly determined by the GM (up is a direction).

TABLE 52

Attack Type	Effect
Melee	<b>Yoink!</b> Make a contested Dexterity or Strength check with the target. If the target wins, it takes your weapon from you.
Ranged	<b>Wrist strain.</b> If this attack was made with a thrown weapon, take 1d6 damage and make a DC 16 Constitution saving throw each time you make a thrown weapon attack until you finish a short rest. On a failed save, take 1d6 damage.
Natural	<b>My bad!</b> Reroll this attack against an ally within 5 ft. of both you and the original target.
Magic	<b>Sans everything.</b> Make a DC 16 saving throw with your spellcasting ability. On a failed save, you age 5d10 years.

TABLE 53

Attack Type	Effect
Melee	<b>Snap.</b> Your weapon breaks.
Ranged	<b>Bad form.</b> If this attack was made with a bow, the bow string strikes you in the forearm. Take a 1d8 penalty to your next two attacks.
Natural	<b>Frightening recovery.</b> The target may make an opportunity attack against you. If the attack hits, roll a DC 16 Wisdom saving throw. On a failed save, you are frightened of it until the end of your next turn.
Magic	<b>Avoid traveling circuses.</b> Make a DC 16 saving throw with your spellcasting ability. On a failed save, natural beasts with Intelligence 4 or lower are unhappy in your presence, reacting to you as fits their nature for 1d6 days.

TABLE 54

Attack Type	Effect
Melee	<b>Disarm.</b> The target of your attack can use its reaction to attempt to disarm you.
Ranged	<b>Overbalanced.</b> The force of your ranged attack leaves you unbalanced, and you fall prone.
Natural	<b>Bumped noggin.</b> You bash your head badly, and are stunned until the start of your next turn.
Magic	<b>Exploded focus.</b> Your spellcasting focus is damaged when your spell goes awry. The focus imposes a permanent and cumulative -1 penalty to spell damage rolls. If its penalty drops to -5, the focus is destroyed.

TABLE 55

Attack Type	Effect
Melee	<b>Shattered spear.</b> The weapon you attacked with is destroyed.
Ranged	<b>Warning shot.</b> The target of your attack can use its reaction to move up to half its speed and take cover.
Natural	<b>Pop and lock.</b> Something pops out of a joint. You must spend your next action putting it back.
Magic	<b>Stumped spell.</b> The target of your attack gains a 1d4 bonus to its next attack roll.



TABLE 56

Attack Type	Effect
Melee	<b>Quite the riposte...</b> Make a DC 18 Strength or Dexterity saving throw. On a failed save, take the weapon's normal damage, and the target of this attack may make an opportunity attack against you with advantage.
Ranged	<b>Ricochet.</b> Make a DC 18 Dexterity saving throw. On a failed save, take double the weapon's damage and you are blinded for 1d4 rounds.
Natural	<b>Sword beats fist.</b> If the target of this attack is wielding a melee weapon, take that weapon's damage.
Magic	<b>I've never felt this way before...</b> Make a DC 18 Wisdom saving throw. On a failed save, you fall deeply in love with the target of the attack.

TABLE 57

Attack Type	Effect
Melee	<b>My bad!</b> Reroll this attack with advantage against an ally within 5ft. of both you and the original target.
Ranged	<b>Never saw it coming.</b> If there is an ally within 10 ft. of the target, they must make a DC 18 Dexterity saving throw. On a failed save, they are hit with this attack. If their back was turned, this is considered a critical hit.
Natural	<b>So that's what that feels like.</b> Make a DC 18 Constitution saving throw. On a failed save, you take this attack's normal damage.
Magic	<b>How'd that get there?</b> If this attack deals cold, fire, force, lightning, or thunder damage, an elemental (chosen by the GM) appears within 60 ft. of you. It is hostile only towards you.

TABLE 58

Attack Type	Effect
Melee	<b>Footsie.</b> Your wild swing causes your weapon to strike you in the foot, dealing maximum damage. If the weapon you are wielding deals bludgeoning damage, your speed is also reduced by 10ft.
Ranged	<b>An adventurer like you...</b> If there is an ally within 10 ft. of the target, they must make a DC 18 Dexterity saving throw. On a failed save, they are hit in the knee with this attack and their speed is reduced by 10 ft. for 1d4 rounds.
Natural	<b>Wide open.</b> All creatures within 5 ft. of you may make an opportunity attack against you.
Magic	<b>Drawing a blank...</b> Make a DC 18 saving throw with your spellcasting ability. On a failed save, you are unable to cast this spell again until you can relearn it.

TABLE 59

Attack Type	Effect
Melee	<b>Give an inch...</b> Up to 1d4 + 1 enemies within 5 ft. of you may make an opportunity attack against you. Any who hit may make an additional opportunity attack.
Ranged	<b>Twang!</b> If this attack was made with a bow or crossbow, the string snaps.
Natural	<b>Ow, ow, ow!</b> Make a DC 18 Constitution saving throw. On a failed save, you are unable to attack with this body part until you finish a long rest.
Magic	<b>The beast within.</b> Make a DC 18 Wisdom Saving throw. On a failed save, you are subject to the polymorph spell for 1d8 rounds. The GM decides which form you take, or you may choose the first animal you can think of whose name begins with the first letter of your character's name.

TABLE 60

Attack Type	Effect
Melee	<b>Defensive stance.</b> The target of your attack can use its reaction to make one melee attack against you, then take the Disengage action.
Ranged	<b>Quick reflexes.</b> If using a non-ammunition ranged weapon, the target can use its reaction to attempt a DC 10 Dexterity check, catching your weapon on a success.
Natural	<b>Draw on ki.</b> The target of your attack can channel the power within it to recover hit points equal to its challenge rating squared (minimum 1).
Magic	<b>Magical retribution.</b> If the target of your attack is a spellcaster, it can use its reaction to cast a spell. The spell it casts must only target you.



# CRITICAL HITS

Critical hit effects for GMs



## CRITICAL HITS FOR GMS

When a creature fighting the party rolls a natural 20 on an attack roll against them, roll a d6 and d10 to select a table. Each table has four rows for different damage types: slashing, piercing, bludgeoning, and magic.

Each result also has a severity level indicated: Setback, Dangerous, Life-Threatening, or Deadly. Unless you are running a high-mortality game, we would recommend using only Setback results at level 1, introducing Dangerous at level 5, Life-Threatening at level 9, and Deadly at level 13. Of course, you can choose to play with everything from level 1; just don't say we didn't warn you...

These effects are intended to enhance the characters' stories, and some carry long term - or even permanent - effects. Where an end point is not specified for an effect, it is up to the GM how to end the effect, or even if it can be ended at all. Indeed, setting out to do so could be the seed of an adventure in itself.

If a save is allowed to avoid an ongoing effect, the player can repeat this save at the end of each of their turns for free.

If an effect would not make sense in the specific situation, simply ignore the result and reroll another, or default to double damage as the effect for speed of play.

For characters that would normally roll extra dice on a critical hit (such as half-orcs and barbarians), roll the same number of extra results, and choose one to play.

When using these effects, 'you' refers to the player character affected by the hit.

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TABLE 1

Damage Type	Effect
Slashing	<b>Wanna know how I got these?</b> Double damage, and you receive a permanent scar on your face.
Piercing	<b>All fun and games...</b> Roll a d100. On a 2 or less, you are blinded in one eye.
Bludgeoning	<b>Stunning blow.</b> Make a DC 12 Constitution saving throw. On a failed save, you are stunned until the end of your next turn.
Magic	<b>Say what?</b> You are deafened for 1 minute.

TABLE 2

Damage Type	Effect
Slashing	<b>Nasty infection.</b> You must succeed on a DC 12 Constitution saving throw, or become poisoned in 1d4 hours.
Piercing	<b>Punctured lung.</b> You can take either an action or a bonus action on your next turn, but not both.
Bludgeoning	<b>Shieldbreaker.</b> If you are wielding a shield, it is destroyed.
Magic	<b>Searing burst.</b> You are blinded. You automatically fail Wisdom (Perception) checks that rely on sight, and have disadvantage on ability checks, attack rolls, and saving throws that use sight.

TABLE 3

Damage Type	Effect
Slashing	<b>Dire disease.</b> You must succeed on a DC 12 Constitution saving throw, or contract a disease. While diseased, your hit point maximum is reduced by 1d10 each dawn.
Piercing	<b>Blood loss.</b> Your attacks deal 1d4 less damage until you receive magical healing.
Bludgeoning	<b>Lost teeth.</b> You have disadvantage on Charisma (Persuasion) checks. If you cast a spell with a verbal component, you must succeed on a DC 12 Intelligence (Arcana) check or the spell does not work.
Magic	<b>Frozen.</b> You take 1d4 cold damage and are chilled. While chilled, you take 1d4 cold damage at the start of each of your turns. The ice can be melted as an action.

TABLE 4

Damage Type	Effect
Slashing	<b>Bleeder.</b> Make a DC 12 Constitution saving throw. On a failed save, you take 1d4 damage at the start of your turn for 1d4 rounds.
Piercing	<b>Extreme ear piercing.</b> Make a DC 12 Constitution saving throw. On a failed save, a large section of one of your ears is severed.
Bludgeoning	<b>Right in the kisser.</b> Double damage, and you cannot speak properly for 1d4 rounds. Spells with a verbal component have a 50% chance of failing.
Magic	<b>Jumbled memories.</b> Your Intelligence modifier is reduced by 1 until you finish a long rest.

TABLE 5

Damage Type	Effect
Slashing	<b>Blood in the eyes.</b> You are blinded until the end of your next turn.
Piercing	<b>Not the face!</b> You receive a permanent scar on your face.
Bludgeoning	<b>Bell-ringer.</b> You are deafened until the end of your next turn.
Magic	<b>Distracting visions.</b> Your Wisdom modifier is reduced by 1 until you finish a long rest.

TABLE 6

Damage Type	Effect
Slashing	<b>Split lip.</b> Make a DC 12 Constitution saving throw. On a failed save, you are unable to speak properly. Spells with a verbal component have a 25% chance of failing.
Piercing	<b>Skewered.</b> You take 1d4 damage at the start of your turn for 1d4 rounds.
Bludgeoning	<b>Blunt force amnesia.</b> You forget the past 1d12 hours.
Magic	<b>Wrath of the elements.</b> If this attack deals acid, cold, fire, lightning, or poison damage, it deals double damage; other damage types deal normal damage.



TABLE 7

Damage Type	Effect
Slashing	<b>That's a lot of blood...</b> Double damage. If the damage is equal to, or greater than, 1/4 of your maximum hit points, make a DC 12 Wisdom saving throw. On a failed save, you become frightened of your attacker.
Piercing	<b>Deep wound.</b> Make a DC 12 Constitution saving throw. On a failed save, take an additional 1d4 piercing damage.
Bludgeoning	<b>Winded.</b> You suffer one level of exhaustion.
Magic	<b>Wrath of the elements.</b> If this attack deals acid, cold, fire, lightning, or poison damage, it deals double damage; other damage types deal normal damage.

TABLE 8

Damage Type	Effect
Slashing	<b>Bleeder.</b> Make a DC 12 Constitution saving throw. On a failed save, you take 1d4 damage at the start of your turn for 1d4 rounds.
Piercing	<b>Find the joints.</b> This attack deals maximum damage. Make a DC 12 Constitution saving throw. On a failed save, you lose your next attack action.
Bludgeoning	<b>Knocked off balance.</b> Double damage, and lose 1 attack on your next turn.
Magic	<b>Leech life.</b> Your Constitution modifier is reduced by 1 until you finish a long rest.

TABLE 9

Damage Type	Effect
Slashing	<b>Set up.</b> One enemy within 5 ft. of you may make an attack of opportunity against you.
Piercing	<b>Skewered.</b> You take 1d4 damage at the beginning of your turn for the next 1d4 turns.
Bludgeoning	<b>Gut punch.</b> You cannot take any bonus actions for 1d4 rounds.
Magic	<b>Wrath of the mage.</b> If this attack deals force, necrotic, psychic, radiant, or thunder damage, it deals double damage; other damage types deal normal damage.

TABLE 10

Damage Type	Effect
Slashing	<b>Brutal slash.</b> Attacker rerolls any damage dice with a face value of 1 or 2 for this attack.
Piercing	<b>Target practice.</b> Double damage, and 1 opponent within 60 ft. may make an attack of opportunity against you.
Bludgeoning	<b>Plain and simple.</b> This attack deals maximum damage.
Magic	<b>Life drinker.</b> Double damage and, if this attack deals acid, poison, or necrotic damage, your Constitution modifier is reduced by 2 until you finish a long rest.

TABLE 11

Damage Type	Effect
Slashing	<b>Enraging attack.</b> Double damage, and you may make an attack of opportunity against your attacker.
Piercing	<b>Muscle piercer.</b> Your next attack using a melee weapon deals 1d4 less damage.
Bludgeoning	<b>You're not going anywhere.</b> You cannot take the Disengage action for 1d4 rounds.
Magic	<b>Life drinker.</b> If this attack deals acid, poison, or necrotic damage, your Constitution modifier is reduced by 2 until you finish a long rest.

TABLE 12

Damage Type	Effect
Slashing	<b>Rend armor.</b> Make a DC 12 Dexterity saving throw. On a failed save, if you are wearing leather or cloth armor, its effectiveness is reduced by 1.
Piercing	<b>Open target.</b> One enemy within 5 ft. of you may make an attack of opportunity against you.
Bludgeoning	<b>Get down!</b> Double damage and, if the resulting damage is equal to or greater than 1/2 of your maximum hit points, you are knocked prone.
Magic	<b>Magical barrage.</b> An additional target within range is affected at 1/2 potency, or the spell's area of effect is increased by 5 ft.



TABLE 13

Damage Type	Effect
Slashing	<b>Something slipped.</b> Your AC is reduced by 1d4 for 1d4 rounds.
Piercing	<b>Distracting strike.</b> Double damage, and you cannot take reactions or bonus actions until the end of your next turn.
Bludgeoning	<b>Crushing blow.</b> Make a DC 12 Dexterity saving throw. On a failed save, if you are wearing plate armor, its effectiveness is reduced by 1.
Magic	<b>Lingering energy.</b> Make a DC 12 Constitution saving throw. On a failed save, take 1d4 damage (of the same type as dealt by this attack) at the beginning of your turn for the next 1d4 rounds.

TABLE 14

Damage Type	Effect
Slashing	<b>Plain and simple.</b> This attack deals maximum damage.
Piercing	<b>Armor piercing strike.</b> Make a DC 12 Dexterity saving throw. On a failed save, if you are wearing chain or ring armor, its effectiveness is reduced by 1.
Bludgeoning	<b>...And stay down.</b> You are pushed back 5 ft. and must make a DC 12 Dexterity saving throw. On a failed save, you are knocked prone and take 1d4 damage.
Magic	<b>Boom.</b> Double damage and, if this attack deals force or thunder damage, you are pushed back 1d4 × 5 ft.

TABLE 15

Damage Type	Effect
Slashing	<b>Terrifying slash.</b> Double damage, and make a DC 12 Wisdom saving throw. On a failed save, you become frightened of your attacker.
Piercing	<b>Internal bleeding.</b> Make a DC 12 Constitution saving throw. On a failed save, take 1d4 damage at the beginning of your turn for the next 1d4 rounds.
Bludgeoning	<b>Knocked off balance.</b> An adjacent enemy can make an attack of opportunity against you.
Magic	<b>Lingering weakness.</b> You are vulnerable to the damage type taken from this attack for 1d4 rounds.

TABLE 16

Damage Type	Effect
Slashing	<b>Opened defenses.</b> The next attack made against you has advantage.
Piercing	<b>You missed a spot.</b> You are vulnerable to piercing damage for 1d4 rounds.
Bludgeoning	<b>Staggered.</b> Double damage, and all attacks against you have advantage until the start of your next turn.
Magic	<b>Spirit drain.</b> The hit points lost from this attack cannot be healed, except by magic.

TABLE 17

Damage Type	Effect
Slashing	<b>Wild swing.</b> Any creature within 5 ft. of you and your attacker takes 1/2 the damage you took.
Piercing	<b>Flurry.</b> Double damage, and your attacker may make another attack against you with disadvantage.
Bludgeoning	<b>Softening blow.</b> You are vulnerable to bludgeoning damage for 1d4 rounds.
Magic	<b>Lingering energy.</b> Maximum damage, and you take 1d4 damage (of the same type as dealt by this attack) at the beginning of your turn for the next 1d4 rounds.

TABLE 18

Damage Type	Effect
Slashing	<b>This is going to hurt.</b> You are vulnerable to slashing damage for 1d4 rounds.
Piercing	<b>Stabbing pains.</b> You deal minimum damage on all attacks for 1d4 rounds.
Bludgeoning	<b>Dominoes.</b> You and another creature within 5 ft. of you and your attacker must make opposed Strength (Athletics) checks. The loser is knocked prone.
Magic	<b>Dispersal.</b> Double damage, and the spell deals normal damage to a target within 5 ft. of you.



TABLE 19

Damage Type	Effect
Slashing	<b>Bleeder.</b> Make a DC 12 Constitution saving throw. On a failed save, you take 1d4 damage at the start of your turn for 1d4 rounds.
Piercing	<b>Pinned.</b> The attack pins your foot to the ground. Make a DC 12 Strength check to free yourself, taking an additional 1d4 damage with each failed attempt.
Bludgeoning	<b>Hit the dirt.</b> You are knocked prone.
Magic	<b>Crackling energy.</b> Your Dexterity modifier is reduced by 1 until you finish a long rest.

TABLE 20

Damage Type	Effect
Slashing	<b>Sliced tendon.</b> Your speed is reduced by 1/2 for 1d4 rounds.
Piercing	<b>Whose heel?</b> For the next 1d4 rounds, you must make a DC 12 Constitution saving throw when attempting to move 5 ft. or more. On a failed save, you fall prone.
Bludgeoning	<b>Kneecapped.</b> Double damage, and you have disadvantage on skill checks that rely on your legs until you finish a short rest.
Magic	<b>Sap strength.</b> If this attack deals acid, poison, or necrotic damage, your Strength modifier is reduced by 2 until you finish a long rest.

TABLE 21

Damage Type	Effect
Slashing	<b>Sweep the legs.</b> Make a DC 12 Dexterity saving throw. On a failed save, you are knocked prone.
Piercing	<b>A shot in the arm.</b> Double damage, and you have disadvantage on Strength-based attacks for 1d4 rounds.
Bludgeoning	<b>This little piggy.</b> Your speed is reduced by 1/2 for 1d4 rounds.
Magic	<b>Erode.</b> Your AC is reduced by 1d4 for 1d4 rounds.

TABLE 22

Damage Type	Effect
Slashing	<b>Off form.</b> You have disadvantage on your next melee attack.
Piercing	<b>The thighs have it.</b> Your speed is reduced by 5 ft. until you finish a short rest.
Bludgeoning	<b>Right on the shins.</b> You cannot take the Dash action for 1d4 rounds.
Magic	<b>Ka-boom!</b> Double damage and, if this attack deals force or thunder damage, you are knocked prone.

TABLE 23

Damage Type	Effect
Slashing	<b>Disarmed.</b> Double damage, and make a DC 12 Dexterity saving throw. On a failed save, drop your weapon.
Piercing	<b>Pinned.</b> The attack pins your arm to a wall, another target, or your own body. Make a DC 12 Strength check to free your arm, taking 1d4 damage with each failed attempt.
Bludgeoning	<b>Crushed hand.</b> You have disadvantage on skill checks that rely on your hands or arms until you finish a short rest.
Magic	<b>Crackling energy.</b> Your Dexterity modifier is reduced by 1 until you finish a short rest.

TABLE 24

Damage Type	Effect
Slashing	<b>Weakening slash.</b> You deal 1/2 damage on your next melee attack.
Piercing	<b>Drop it!</b> Drop what you are holding (the GM decides which hand, or determines randomly).
Bludgeoning	<b>Rap on the knuckles.</b> Double damage, and you have disadvantage on Dexterity-based attacks for 1d4 rounds.
Magic	<b>I feel it in my fingers...</b> If this attack deals acid, poison, or necrotic damage, your Dexterity modifier is reduced by 2 until you finish a long rest.



TABLE 25

Damage Type	Effect
Slashing	<b>Off form.</b> You have disadvantage on your next melee attack.
Piercing	<b>Palm piercer.</b> Double damage, and you are unable to cast spells with a somatic component for 1d4 rounds.
Bludgeoning	<b>Drop it!</b> Drop what you are holding (the GM decides which hand, or determines randomly).
Magic	<b>Brain fog.</b> You cannot take reactions for 1d4 rounds.

TABLE 26

Damage Type	Effect
Slashing	<b>Follow-up.</b> Your attacker may make 1 additional attack against you.
Piercing	<b>Funny bone.</b> You have disadvantage on Dexterity-based attacks for 1d4 rounds.
Bludgeoning	<b>That'll buff out.</b> If you are holding a shield, its effectiveness is reduced by 1.
Magic	<b>Whispers of doom.</b> Double damage, and you take a 1d4 penalty to your attack rolls for 1d4 rounds.

TABLE 27

Damage Type	Effect
Slashing	<b>You got off lightly. More or less.</b> Triple damage, that's all... Hope you don't die...
Piercing	<b>All fun and games...</b> Roll a d100. On a 5 or less, you are blinded in one eye.
Bludgeoning	<b>Stunning blow.</b> Make a DC 14 Constitution saving throw. On a failed save, you are stunned until the end of your next turn.
Magic	<b>Say what?</b> You are deafened until you take a short rest.

TABLE 28

Damage Type	Effect
Slashing	<b>Blood loss.</b> Your attacks deal 1d4 less damage until you receive magical healing.
Piercing	<b>Internal injury.</b> Whenever you attempt an action in combat, you must succeed on a DC 14 Constitution saving throw, or lose your action.
Bludgeoning	<b>Winded.</b> You begin suffocating. This effect ends if another creature succeeds on a DC 14 Wisdom (Medicine) check to help you, or you receive magical healing.
Magic	<b>Corrosive.</b> You take 1d4 acid damage and are coated. While coated, you take 1d4 acid damage at the start of each of your turns. The acid can be neutralized as an action.

TABLE 29

Damage Type	Effect
Slashing	<b>Speechless.</b> You take a nasty throat wound that prevents you from speaking. Spells that have a verbal component automatically fail.
Piercing	<b>Dire disease.</b> You must succeed on a DC 14 Constitution saving throw, or contract a disease. While diseased, your hit point maximum is reduced by 1d10 each dawn.
Bludgeoning	<b>Fractured skull.</b> You cannot take reactions.
Magic	<b>Necrotized.</b> You take 1d4 necrotic damage and are necrotized. While necrotized, you take 1d4 fire damage at the start of each of your turns. A successful DC 12 Wisdom (Medicine) check removes the necrotized condition.

TABLE 30

Damage Type	Effect
Slashing	<b>Bleeder.</b> Make a DC 14 Constitution saving throw. On a failed save, take 1d6 damage at the beginning of your turn for the next 1d6 rounds.
Piercing	<b>Split lip.</b> Spells with a verbal component have a 50% chance of failing until you are healed.
Bludgeoning	<b>Lle quena i'lambe tel' Eldalie?</b> Triple damage, and make a DC 14 Constitution saving throw. On a failed save, lose one of your known languages at random.
Magic	<b>Cor blimey, guv'nor.</b> You develop an accent completely different to the one you had before.



TABLE 31

Damage Type	Effect
Slashing	<b>Not them!</b> Make a DC 14 Wisdom saving throw. On a failed save, you become frightened of creatures of your attacker's type. Repeat this save each time you face creatures of this type until you have defeated 2d12 of them.
Piercing	<b>Staunch the bleeding.</b> Triple damage, and you have disadvantage on Strength, Dexterity and Constitution-based rolls for 1d6 rounds.
Bludgeoning	<b>Bonk on the noggin.</b> Make a DC 14 Constitution saving throw. On a failed save, permanently lose 1 point from your Intelligence ability.
Magic	<b>QUIET!</b> Until 2d12 days have passed, any time you attempt to speak, you shout at full volume.

TABLE 32

Damage Type	Effect
Slashing	<b>Ragged scar.</b> You receive a permanent scar on your face, and gain proficiency in Charisma (Intimidation), but lose proficiency in Charisma (Persuasion), if you had it.
Piercing	<b>Internal bleeding.</b> Make a DC 14 Constitution saving throw. On a failed save, take 1d6 damage at the beginning of your turn for the next 1d6 rounds.
Bludgeoning	<b>How'd I get here?</b> You forget the last 1d12 days.
Magic	<b>You are feeling sleepy...</b> Triple damage and, if this attack deals psychic damage, you are knocked unconscious.

TABLE 33

Damage Type	Effect
Slashing	<b>Make them pay.</b> Triple damage, and you have advantage on your next attack against the attacker.
Piercing	<b>Deep wound.</b> Make a DC 14 Constitution saving throw. On a failed save, take an additional 1d6 piercing damage.
Bludgeoning	<b>...And stay down.</b> You are pushed back 10 ft. Make a DC 14 Dexterity saving throw. On a failed save, you are knocked prone and take 1d6 damage.
Magic	<b>Magical barrage.</b> An additional target within range is affected, or the spell's area of effect is increased by 10 ft.

TABLE 34

Damage Type	Effect
Slashing	<b>Rend armor.</b> Make a DC 14 Dexterity saving throw. On a failed save, if you are wearing leather armor, its effectiveness is reduced by 2.
Piercing	<b>Internal bleeding.</b> You take 1d6 damage at the beginning of your turn for the next 1d6 turns.
Bludgeoning	<b>Strike!</b> Triple damage, and you are knocked into another creature within 5 ft. of you. Both of you must make a DC 14 Dexterity saving throw. On a failed save, take 1d6 bludgeoning damage.
Magic	<b>Lingering energy.</b> Make a DC 14 Constitution saving throw. On a failed save, take 1d4 damage (of the same type as dealt by this attack) at the beginning of your turn for the next 1d6 rounds.

TABLE 35

Damage Type	Effect
Slashing	<b>Something slipped.</b> Your AC is reduced by 1d6 for 1d6 rounds.
Piercing	<b>Shish kebab.</b> Triple damage and, if this was a melee attack, the weapon is lodged in your body.
Bludgeoning	<b>Crushing blow.</b> Make a DC 14 Dexterity saving throw. On a failed save, if you are wearing plate armor, its effectiveness is reduced by 2.
Magic	<b>Spirit drain.</b> Double damage, and the hit points lost from this attack cannot be healed, except by magic.

TABLE 36

Damage Type	Effect
Slashing	<b>Wild swing.</b> Any creature within 5 ft. of you and your attacker takes the same damage you took.
Piercing	<b>Armor-piercing strike.</b> Make a DC 14 Dexterity saving throw. On a failed save, if you are wearing chain or ring armor, its effectiveness is reduced by 2.
Bludgeoning	<b>Staggered.</b> Double damage, and all attacks against you have advantage for 1d6 rounds.
Magic	<b>Crucible.</b> Triple damage and roll a d6. 1-3: You are vulnerable to this damage type for 1 minute, 4: No effect, 5-6: You become resistant to this damage type for 1 minute.



TABLE 37

Damage Type	Effect
Slashing	<b>Slashed ankles.</b> Triple damage, and you are knocked prone. Make a DC 14 Constitution saving throw when attempting to get back up. On a failed save, you are unable to do so.
Piercing	<b>Pinned.</b> The attack pins your foot to the ground. Make a DC 14 Strength check to free yourself, taking an additional 1d6 damage with each failed attempt.
Bludgeoning	<b>Right on the shins.</b> You cannot take the Dash action for 1d6 rounds.
Magic	<b>Erode.</b> Your AC is reduced by 1d6 for 1d6 rounds.

TABLE 38

Damage Type	Effect
Slashing	<b>Off form.</b> You have disadvantage on melee attacks for 1d6 rounds.
Piercing	<b>Something slipped.</b> Triple damage, and your AC is reduced by 1d6 for 1d6 rounds.
Bludgeoning	<b>Right on the shins.</b> You cannot take the Dash action for 1d6 rounds.
Magic	<b>Erode.</b> Your AC is reduced by 1d6 for 1d6 rounds.

TABLE 39

Damage Type	Effect
Slashing	<b>Sweep the legs.</b> Make a DC 14 Dexterity saving throw. On a failed save, you are knocked prone.
Piercing	<b>The thighs have it.</b> Your speed is reduced by 10 ft. until you finish a short rest.
Bludgeoning	<b>This little piggy...</b> Triple damage, and your speed is reduced by 1/2 until you finish a short rest.
Magic	<b>Big boom.</b> If this attack deals force or thunder damage, you are knocked back 1d6 × 5 ft., taking 1d4 bludgeoning damage for each 5 ft. traveled, and you are knocked prone.

TABLE 40

Damage Type	Effect
Slashing	<b>Sliced tendon.</b> Your speed is reduced by 1/2 for 1d6 rounds.
Piercing	<b>Whose heel?</b> For the next 1d6 rounds, you must make a DC 14 Constitution saving throw when attempting to move 5 ft. or more. On a failed save, you fall prone.
Bludgeoning	<b>Staggered.</b> All attacks against you have advantage for 1d6 rounds.
Magic	<b>Boom.</b> Triple damage and, if this attack deals force or thunder damage, you are pushed back 2d4 × 5 ft.

TABLE 41

Damage Type	Effect
Slashing	<b>Disarmed.</b> Triple damage, and make a DC 14 Dexterity saving throw. On a failed save, drop your weapon.
Piercing	<b>Pinned.</b> The attack pins your arm to a wall, another target, or your own body. Make a DC 14 Strength check to free your arm, taking 1d6 damage with each failed attempt.
Bludgeoning	<b>Crushed hand.</b> You have disadvantage on skill checks that rely on your hands or arms until you finish a long rest.
Magic	<b>Crackling energy.</b> Your Dexterity modifier is reduced by 2 until you finish a short rest.

TABLE 42

Damage Type	Effect
Slashing	<b>Weakening slash.</b> You deal 1/2 damage on melee attacks for the next 1d6 rounds.
Piercing	<b>Drop it!</b> Drop what you are holding (the GM decides which hand, or determines randomly).
Bludgeoning	<b>Rap on the knuckles.</b> Triple damage, and you have disadvantage on Dexterity-based attacks for 1d6 rounds.
Magic	<b>Sap strength.</b> If this attack deals acid, poison, or necrotic damage, your Strength modifier is reduced by 4 until you finish a long rest.



TABLE 43

Damage Type	Effect
Slashing	<b>Off form.</b> You have disadvantage on melee attacks for the next 1d6 rounds.
Piercing	<b>Palm piercer.</b> Triple damage, and you are unable to cast spells with a somatic component for 1d6 rounds.
Bludgeoning	<b>Drop it!</b> Drop what you are holding (the GM decides which hand, or determines randomly).
Magic	<b>Brain fog.</b> You cannot take reactions for 1d6 rounds.

TABLE 44

Damage Type	Effect
Slashing	<b>Follow-up.</b> Your attacker may make 1 additional attack against you.
Piercing	<b>Funny bone.</b> You have disadvantage on Dexterity-based attacks for 1d6 rounds.
Bludgeoning	<b>That'll buff out...</b> If you are holding a shield, its effectiveness is reduced by 2.
Magic	<b>Whispers of doom.</b> Double damage, and you take a 1d6 penalty to your attack rolls for 1d6 rounds.

TABLE 45

Damage Type	Effect
Slashing	<b>Not them!</b> Quadruple damage, and make a DC 16 Wisdom saving throw. On a failed save, you become frightened of creatures of your attacker's type. Repeat this save each time you face creatures of this type until you have defeated 3d12 of them.
Piercing	<b>Split lip.</b> Quadruple damage, and spells with a verbal component have a 75% chance of failing until you are healed.
Bludgeoning	<b>Stunning blow.</b> Make a DC 16 Constitution saving throw. On a failed save, you are stunned until the end of your next turn.
Magic	<b>...</b> Until 2d12 days have passed, you are unable to speak.

TABLE 46

Damage Type	Effect
Slashing	<b>Double trouble.</b> Reroll twice on the table and apply both effects.
Piercing	<b>Double trouble.</b> Reroll twice on the table and apply both effects.
Bludgeoning	<b>Double trouble.</b> Reroll twice on the table and apply both effects.
Magic	<b>Double trouble.</b> Reroll twice on the table and apply both effects.

TABLE 47

Damage Type	Effect
Slashing	<b>Hideous scar.</b> You receive a permanent scar on your face, giving you advantage on Charisma (Intimidation) checks, and disadvantage on Charisma (Persuasion) checks.
Piercing	<b>Feeling faint...</b> You have disadvantage on Strength, Dexterity and Constitution-based rolls for 1d8 rounds. Additionally, you must make a DC 16 Constitution saving throw at the beginning of each of your turns. On a failed save, you fall prone.
Bludgeoning	<b>Out for the count.</b> Quadruple damage, and make a DC 16 Constitution saving throw. On a failed save, you are knocked unconscious.
Magic	<b>We're all mad here...</b> Quadruple damage and, if this attack deals psychic damage, you develop a form of short term madness (see <i>Game Master's Guide</i> ).



TABLE 48

Damage Type	Effect
Slashing	<b>Something slipped.</b> Quadruple damage, and your AC is reduced by 1d8 for 1d8 rounds.
Piercing	<b>Skewered.</b> Quadruple damage, and you take 1d8 damage at the beginning of your turn for the next 1d8 turns.
Bludgeoning	<b>...And stay down.</b> You are pushed back 15 ft. Make a DC 16 Dexterity saving throw. On a failed save, you are knocked prone and take 1d6 damage.
Magic	<b>Magical barrage.</b> Two additional targets within range are affected, or the spell's area of effect is increased by 15 ft.

TABLE 49

Damage Type	Effect
Slashing	<b>Really took it out of you.</b> The hit points lost from this attack cannot be recovered until you finish a long rest.
Piercing	<b>Internal bleeding.</b> Make a DC 16 Constitution saving throw. On a failed save, take an additional 1d8 piercing damage at the beginning of your turn for the next 1d8 rounds.
Bludgeoning	<b>Staggered.</b> Quadruple damage, and all attacks against you have advantage for 1d8 rounds.
Magic	<b>Lingering energy.</b> Quadruple damage, and make a DC 16 Constitution saving throw. On a failed save, take 1d8 damage (of the same type as dealt by this attack) at the beginning of your turn for the next 1d8 rounds.

TABLE 50

Damage Type	Effect
Slashing	<b>Off form.</b> Quadruple damage, and you have disadvantage on melee attacks for the next 1d8 rounds.
Piercing	<b>Something slipped.</b> Quadruple damage, and your AC is reduced by 1d8 for 1d8 rounds.
Bludgeoning	<b>This little piggy.</b> Your speed is reduced by 1/2 until you finish a short rest.
Magic	<b>Spirit drain.</b> Triple damage, and the hit points lost from this attack cannot be healed, except by magic.

TABLE 51

Damage Type	Effect
Slashing	<b>Open wound.</b> For the next 1d8 rounds, you must make a DC 16 Constitution saving throw when attempting to move 5 ft. or more. On a failed save, you take 1d8 damage.
Piercing	<b>Pinned.</b> The attack pins your foot to the ground. Make a DC 16 Strength check to free yourself, taking an additional 1d8 damage with each failed attempt.
Bludgeoning	<b>Kneecapped.</b> Quadruple damage, and you have disadvantage on skill checks that rely on your legs until you finish a long rest.
Magic	<b>Big boom.</b> Quadruple damage and, if this attack deals force or thunder damage, you are knocked back 1d8 × 5 ft., taking 1d6 bludgeoning damage for each 5 ft. traveled, and you are knocked prone.

TABLE 52

Damage Type	Effect
Slashing	<b>This little piggy...</b> You lose a finger, giving you disadvantage on Dexterity (Sleight of Hand) checks, and other checks that require fine motor skills.
Piercing	<b>Nasty infection.</b> You must succeed on a DC 16 Constitution saving throw, or become poisoned in 1d4 hours.
Bludgeoning	<b>Broken ribs.</b> Whenever you attempt an action in combat, you must succeed on a DC 16 Constitution saving throw, or lose your action.
Magic	<b>Ignition.</b> You take 1d4 fire damage and are ignited. While ignited, you take 1d4 fire damage at the start of each of your turns. The fire can be put out as an action.



TABLE 53

Damage Type	Effect
Slashing	<b>Off form.</b> Quadruple damage, and you have disadvantage on melee attacks for the next 1d8 rounds.
Piercing	<b>Palm piercer.</b> Quadruple damage, and you are unable to cast spells that rely on somatic elements, or to hold anything in one of your hands (GM decides which hand, or determines randomly), until you finish a short rest.
Bludgeoning	<b>Mangler.</b> Make a DC 16 Constitution saving throw. On a failed save, your Dexterity score is permanently reduced by 1.
Magic	<b>Lingering energy.</b> Make a DC 16 Constitution saving throw. On a failed save, take 1d8 damage (of the same type as dealt by this attack) at the beginning of your turn for the next 1d8 rounds.

TABLE 54

Damage Type	Effect
Slashing	<b>Weakening slash.</b> You deal 1/2 damage on melee attacks for the next 1d8 rounds.
Piercing	<b>Pinned.</b> The attack pins your arm to a wall, another target, or your own body. Make a DC 16 Strength check to free your arm, taking 1d8 damage with each failed attempt.
Bludgeoning	<b>Bad break.</b> Quadruple damage, and you are unable to use your arm for 1d6 + 6 weeks (GM decides which arm, or determines randomly).
Magic	<b>Sap strength.</b> Quadruple damage and, if this attack deals acid, poison, or necrotic damage, your Strength score is permanently reduced by 1.

TABLE 55

Damage Type	Effect
Slashing	<b>Don't lose your head!</b> Quadruple damage and, if the damage you take is equal to or greater than 1/2 of your maximum hit points, you are decapitated.
Piercing	<b>Feeling faint...</b> You have disadvantage on Strength, Dexterity and Constitution-based rolls for 1d10 rounds. Additionally, you must make a DC 18 Constitution saving throw at the beginning of each of your turns. On a failed save, you fall prone.
Bludgeoning	<b>Who am I?!</b> Make a DC 18 Constitution saving throw. On a failed save, you forget who you are and everything about yourself. You lose all of the benefits of your class, including abilities and spells.
Magic	<b>Mind wipe.</b> Make a DC 18 Wisdom saving throw. On a failed save, roll a d6, and you are permanently unable to see or hear... 1-2: Dwarves, 3-4: Elves, or 5-6: Halflings.

TABLE 56

Damage Type	Effect
Slashing	<b>Heroic end.</b> Maximum quadruple damage. If this attack kills you, all allies who can see you have advantage on their attacks for 1d10 rounds.
Piercing	<b>Shot through the heart.</b> Make a DC 18 Constitution saving throw. On a failed save, lose 1/4 of your maximum hit points at the end of your turn for 3 rounds.
Bludgeoning	<b>Goodnight!</b> Quadruple damage, and you are knocked unconscious.
Magic	<b>Magical barrage.</b> This attack deals maximum damage, and an additional target within range is affected, or the spell's area of effect is increased by 15 ft.



TABLE 57

Damage Type	Effect
Slashing	<b>Nicked artery.</b> Make a DC 18 Constitution saving throw. On a failed save, take 1d10 damage at the start of your turn for 1d10 rounds. If maximum damage is rolled, this effect continues for an additional 1d8 rounds (then 1d6, etc.)
Piercing	<b>Damn this leg!</b> Permanently, when entering combat, make a DC 12 Constitution saving throw. On a failed save, you have disadvantage on Strength and Dexterity-based attacks for 1d4 rounds.
Bludgeoning	<b>Wide open.</b> All enemies within range may make an attack of opportunity against you.
Magic	<b>Epicenter.</b> All creatures within 15 ft. of you are affected by the spell, or are affected again in the case of area effect spells.

TABLE 58

Damage Type	Effect
Slashing	<b>Disarmed.</b> Make a DC 18 Dexterity saving throw. On a successful save, drop what you are holding (the GM decides which hand, or determines randomly). On a failed save, take quadruple damage and lose the hand.
Piercing	<b>Something slipped.</b> Quadruple damage, and your AC is reduced by 1d10 for 1d10 rounds.
Bludgeoning	<b>Smashed hand.</b> Make a DC 18 Strength saving throw. On a failed save, you are permanently unable to grasp with one of your hands (the GM decides which hand, or determines randomly).
Magic	<b>Midas touch.</b> Quadruple damage, and your hands are permanently imbued with magical energy. Every non-living thing you touch is affected as if by the damage type taken.

TABLE 59

Damage Type	Effect
Slashing	<b>Unhand me!</b> You lose a hand. You can no longer hold anything with two hands, and can only hold a single object at a time.
Piercing	<b>Eye opener.</b> You lose an eye, giving you disadvantage on Wisdom (Perception) checks that rely on sight, and ranged attack rolls.
Bludgeoning	<b>Dead leg.</b> Your leg is smashed, and becomes broken beyond use. Your speed is halved, and you have disadvantage on ability checks and saving throws that use Strength and Dexterity.
Magic	<b>Auditory annihilation.</b> You are deafened. You automatically fail Wisdom (Perception) checks that rely on hearing.

TABLE 60

Damage Type	Effect
Slashing	<b>Vorpal strike.</b> You must succeed on a DC 20 Dexterity saving throw, or be beheaded, and die.
Piercing	<b>Heart piercer.</b> You must succeed on a DC 20 Dexterity saving throw, or have your heart stabbed, and die.
Bludgeoning	<b>Brain crusher.</b> You must succeed on a DC 20 Dexterity saving throw, or have your head crushed, and die.
Magic	<b>Arcane casualty.</b> You must succeed on a DC 20 Dexterity saving throw, or be turned to dust, and die.



# CRITICAL HITS

Critical hit effects for players



## CRITICAL HITS FOR PLAYERS

When a member of the party rolls a natural 20 on an attack roll against an enemy, roll a d6 and d10 to select a table. Each table has four rows for different damage types: slashing, piercing, bludgeoning, and magic.

Each result also has a severity level indicated: Setback, Dangerous, Life-Threatening, or Deadly. We would recommend using only Setback results at level 1, introducing Dangerous at level 5, Life-Threatening at level 9, and Deadly at level 13. Of course, you can choose to play with everything from level 1; just don't be surprised if the GM has to add a few extra monsters to compensate...

These effects are intended to increase the power and excitement of critical hits for the players, without adding too much extra complication. Most effects are short-term but, where an end point is not specified, it is up to the GM how and when to end the effect, or even if it can be ended at all.

If a save is allowed to avoid an ongoing effect, the creature can repeat this save at the end of each of their turns for free.

If an effect would not make sense in the specific situation, simply ignore the result and reroll another, or default to double damage as the effect for speed of play.

For characters that would normally roll extra dice on a critical hit (such as half-orcs and barbarians), roll the same number of extra results, and choose one to play.

When using these effects, 'you' refers to the player character who scored the hit.

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TABLE 1

Damage Type	Effect
Slashing	<b>Brow slash.</b> Double damage, and the target is blinded until the end of its next turn.
Piercing	<b>Pierced ear.</b> Maximum damage.
Bludgeoning	<b>Bashed nose.</b> Double damage.
Magic	<b>Magical barrage.</b> Maximum damage, and an additional target within range is affected at half potency, or the spell's area of effect is increased by 5 ft.

TABLE 2

Damage Type	Effect
Slashing	<b>Hit and hide.</b> Maximum damage, and you can use your reaction to take the Hide action.
Piercing	<b>Speed strike.</b> Maximum damage, and you can use your reaction to make another attack.
Bludgeoning	<b>Terrifying blow.</b> Maximum damage, and one enemy within 30 feet of you is frightened of you until the end of its next turn.
Magic	<b>Arcane advantage.</b> Maximum damage, and you have advantage on your next spell attack roll.

TABLE 3

Damage Type	Effect
Slashing	<b>Terrifying slash.</b> Maximum damage, and the target must make a DC 12 Wisdom saving throw. On a failed save, it is frightened of you until the end of its next turn.
Piercing	<b>With a sharp stick.</b> Double damage, and the target must make a DC 12 Dexterity saving throw. On a failed save, it loses an eye (GM decides which one).
Bludgeoning	<b>Bonk on the noggin.</b> Maximum damage.
Magic	<b>Spell storm.</b> Double damage.

TABLE 4

Damage Type	Effect
Slashing	<b>Slice to the cheek.</b> Double damage.
Piercing	<b>Right in the kisser.</b> Maximum damage, and the target cannot speak for 1d4 rounds.
Bludgeoning	<b>Nighty night!</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, it is knocked unconscious.
Magic	<b>Impact.</b> Maximum damage.

TABLE 5

Damage Type	Effect
Slashing	<b>Bloodied nose.</b> Maximum damage.
Piercing	<b>Neck wound.</b> Double damage.
Bludgeoning	<b>Stunning blow.</b> Maximum damage, and the target must make a DC 12 Constitution saving throw. On a failed save, it is stunned.
Magic	<b>Spell drain.</b> Double damage, and the target must make a DC 12 saving throw, using its spellcasting ability. On a failed save, it is unable to cast spells on its next turn.

TABLE 6

Damage Type	Effect
Slashing	<b>Vexing cut.</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, it cannot take reactions until the end of your next turn.
Piercing	<b>Between the shoulders.</b> Maximum damage.
Bludgeoning	<b>Gut punch.</b> Double damage.
Magic	<b>Guiding attack.</b> Maximum damage, and the target has disadvantage on saving throws against your spells for 1d4 rounds.

TABLE 7

Damage Type	Effect
Slashing	<b>Follow-up.</b> Maximum damage, and you may make another attack against the same target.
Piercing	<b>Press the advantage.</b> Double damage and, if this was a melee attack, you can make a DC 16 Strength (Athletics) check to increase this to triple damage.
Bludgeoning	<b>Winded.</b> Maximum damage.
Magic	<b>Bombardment.</b> Double damage.



TABLE 8

Damage Type	Effect
Slashing	<b>Nave to chops.</b> Double damage.
Piercing	<b>Follow-up.</b> Maximum damage, and you may make another attack with disadvantage against the same target.
Bludgeoning	<b>Soften 'em up.</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, it has disadvantage on saving throws until the end of its next turn.
Magic	<b>Precise magic.</b> Maximum damage.

TABLE 9

Damage Type	Effect
Slashing	<b>Slash to the ribs.</b> Maximum damage.
Piercing	<b>Poke in the belly.</b> Double damage.
Bludgeoning	<b>Get back!</b> Maximum damage, and the target must make a DC 12 Constitution saving throw. On a failed save, it is pushed back 5 ft.
Magic	<b>Terrifying display.</b> Double damage, and all enemies that can see you must make a DC 12 Wisdom saving throw. On a failed save, they are frightened of you until the end of your next turn.

TABLE 10

Damage Type	Effect
Slashing	<b>Outmaneuver.</b> Maximum damage, and you can use your reaction to take the Disengage action.
Piercing	<b>Pinned.</b> Maximum damage, and the target's speed is reduced to 0 until the end of its next turn.
Bludgeoning	<b>Butterfingers.</b> Maximum damage and, if the target is wielding a weapon, it drops it.
Magic	<b>Discombobulated.</b> Maximum damage, and the target cannot take reactions until the end of its next turn.

TABLE 11

Damage Type	Effect
Slashing	<b>Sliced tendon.</b> Double damage, and the target's speed is reduced by 1/2 until the end of its next turn.
Piercing	<b>In the knee.</b> Maximum damage.
Bludgeoning	<b>Low blow.</b> Double damage.
Magic	<b>Surge of power.</b> Maximum damage, and you can immediately cast the same spell against the same target, expending a spell slot as normal.

TABLE 12

Damage Type	Effect
Slashing	<b>Sweep the legs.</b> Maximum damage, and the target must make a DC 12 Dexterity saving throw. On a failed save, it is knocked prone.
Piercing	<b>Pinned.</b> Double damage, and the target is pinned to the ground and becomes restrained.
Bludgeoning	<b>Shin bash.</b> Maximum damage.
Magic	<b>Blast of power.</b> Double damage.

TABLE 13

Damage Type	Effect
Slashing	<b>Calf slash.</b> Double damage.
Piercing	<b>Target practice.</b> Maximum damage, and any enemy of the target within range may make an attack of opportunity with disadvantage against it.
Bludgeoning	<b>...And stay down.</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, it is knocked prone.
Magic	<b>Targeted spell.</b> Maximum damage.

TABLE 14

Damage Type	Effect
Slashing	<b>Low slash.</b> Maximum damage.
Piercing	<b>Pierced thigh.</b> Double damage.
Bludgeoning	<b>Something slipped.</b> Maximum damage, and the target's AC is reduced by 1d4 until the end of its next turn.
Magic	<b>Big boom.</b> Double damage. If this attack deals force or thunder damage, and if the target is Large or smaller, it is pushed back 1d4 × 5 ft., taking 1d6 bludgeoning damage for every 5 ft. traveled.



TABLE 15

Damage Type	Effect
Slashing	<b>Slow recovery.</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, it can make one less attack on its next turn.
Piercing	<b>Shoulder jab.</b> Maximum damage.
Bludgeoning	<b>Rap on the knuckles.</b> Double damage.
Magic	<b>Resistance is futile.</b> Maximum damage and, if the target is resistant to this damage type, it loses that resistance for 1 minute.

TABLE 16

Damage Type	Effect
Slashing	<b>You get what you pay for.</b> Maximum damage, and you and the target must make a contested Strength check. If the target loses, its weapon is partially broken and deals 1/2 damage until it is repaired.
Piercing	<b>Distracting jab.</b> Double damage, and the target must make a DC 12 Constitution saving throw. On a failed save, it has disadvantage on its next attack.
Bludgeoning	<b>Battered shoulder.</b> Maximum damage.
Magic	<b>Eruption.</b> Double damage.

TABLE 17

Damage Type	Effect
Slashing	<b>Forearm blow.</b> Double damage.
Piercing	<b>Find an opening.</b> Maximum damage, and you have advantage on your next attack against the target.
Bludgeoning	<b>Drop it!</b> Double damage, and the target must make a DC 12 Strength or Dexterity saving throw. On a failed save, it drops what it is holding (GM decides which hand, or determines randomly).
Magic	<b>Onslaught.</b> Maximum damage.

TABLE 18

Damage Type	Effect
Slashing	<b>Slashed shoulder.</b> Maximum damage.
Piercing	<b>Pierced hand.</b> Double damage.
Bludgeoning	<b>Bruised joints.</b> Maximum damage, and the target must make a DC 12 Constitution saving throw. On a failed save, it has disadvantage on its next melee attack.
Magic	<b>Didn't want it anyway...</b> Double damage, and a non-magical item the target is holding or wearing is also affected by the damage type of the spell.

TABLE 19

Damage Type	Effect
Slashing	<b>Brow slash.</b> Triple damage, and the target is blinded for 1d4 + 1 rounds.
Piercing	<b>Pierced ear.</b> Maximum damage, and roll the damage dice again.
Bludgeoning	<b>Bashed nose.</b> Triple damage.
Magic	<b>Magical barrage.</b> Maximum damage, and two additional targets within range are affected at half potency, or the spell's area of effect is increased by 10 ft.

TABLE 20

Damage Type	Effect
Slashing	<b>Bob and weave.</b> Maximum damage, and you can use your reaction to take the Dodge action.
Piercing	<b>Internal Injury.</b> Maximum damage, and the target of your attack cannot take a bonus action on its next turn.
Bludgeoning	<b>Shield breaker.</b> Maximum damage and, if the target is wielding a shield, it is destroyed.
Magic	<b>Siphon life.</b> Maximum damage, and you regain hit points equal to half the damage dealt.



TABLE 21

Damage Type	Effect
Slashing	<b>Terrifying slash.</b> Maximum damage, and the target must make a DC 14 Wisdom saving throw. On a failed save, it is frightened of you for 2d4 rounds.
Piercing	<b>With a sharp stick.</b> Triple damage, and the target must make a DC 14 Dexterity saving throw. On a failed save, it loses an eye (GM decides which one).
Bludgeoning	<b>Bonk on the noggin.</b> Maximum damage, and roll the damage dice again.
Magic	<b>Spell storm.</b> Triple damage.

TABLE 22

Damage Type	Effect
Slashing	<b>Helping hand.</b> Maximum damage, and you can use your reaction to take the Help action.
Piercing	<b>Set up.</b> Maximum damage, and your next attack against the target has advantage.
Bludgeoning	<b>Weak spot.</b> Maximum damage, and your next attack against the target deals an additional 3d6 damage.
Magic	<b>Arcane recovery.</b> Maximum damage, and you regain a spell slot the level of which is half or less of the spell you cast, minimum 1st.

TABLE 23

Damage Type	Effect
Slashing	<b>Slice to the cheek.</b> Triple damage.
Piercing	<b>Right in the kisser.</b> Maximum damage, and the target cannot speak for 2d4 rounds.
Bludgeoning	<b>Nighty night!</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, it is knocked unconscious.
Magic	<b>Impact.</b> Maximum damage, and roll the damage dice again.

TABLE 24

Damage Type	Effect
Slashing	<b>Bloodied nose.</b> Maximum damage, and roll the damage dice again.
Piercing	<b>Neck wound.</b> Triple damage.
Bludgeoning	<b>Stunning blow.</b> Maximum damage, and the target must make a DC 14 Constitution saving throw. On a failed save, it is stunned.
Magic	<b>Spell drain.</b> Triple damage, and the target must make a DC 14 saving throw, using its spellcasting ability. On a failed save, it is unable to cast spells for 1d4 + 1 rounds.

TABLE 25

Damage Type	Effect
Slashing	<b>Vexing cut.</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, it cannot take reactions for 2d4 rounds.
Piercing	<b>Between the shoulders.</b> Maximum damage, and roll the damage dice again.
Bludgeoning	<b>Gut punch.</b> Triple damage.
Magic	<b>Guiding attack.</b> Maximum damage, and the target has disadvantage on saving throws against your spells for 2d4 rounds.

TABLE 26

Damage Type	Effect
Slashing	<b>Follow-up.</b> Maximum damage, and you may make another attack with advantage against the same target.
Piercing	<b>Press the advantage.</b> Triple damage and, if this was a melee attack, you can make a DC 14 Strength (Athletics) check to increase this to quadruple damage.
Bludgeoning	<b>Winded.</b> Maximum damage, and roll the damage dice again.
Magic	<b>Bombardment.</b> Triple damage.



TABLE 27

Damage Type	Effect
Slashing	<b>Nave to chops.</b> Triple damage.
Piercing	<b>Follow-up.</b> Maximum damage, and you may make another attack against the same target.
Bludgeoning	<b>Soften 'em up.</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, it has disadvantage on saving throws for 1d4 + 1 rounds.
Magic	<b>Precise magic.</b> Maximum damage, and roll the damage dice again.

TABLE 28

Damage Type	Effect
Slashing	<b>Slash to the ribs.</b> Maximum damage, and roll the damage dice again.
Piercing	<b>Poke in the belly.</b> Triple damage.
Bludgeoning	<b>Get back!</b> Maximum damage, and the target must make a DC 14 Constitution saving throw. On a failed save, it is pushed back 10 ft.
Magic	<b>Terrifying display.</b> Triple damage, and all enemies that can see you must make a DC 14 Wisdom saving throw. On a failed save, they are frightened of you for 1d4 + 1 rounds.

TABLE 29

Damage Type	Effect
Slashing	<b>Sliced tendon.</b> Triple damage, and the target's speed is reduced to 5 ft. until the end of its next turn.
Piercing	<b>In the knee.</b> Maximum damage, and roll the damage dice again.
Bludgeoning	<b>Low blow.</b> Triple damage.
Magic	<b>Surge of power.</b> Maximum damage, and you can immediately cast the same spell against any target within range, expending a spell slot as normal.

TABLE 30

Damage Type	Effect
Slashing	<b>Sweep the legs.</b> Maximum damage, and the target must make a DC 14 Dexterity saving throw. On a failed save, it is knocked prone.
Piercing	<b>Pinned.</b> Triple damage, and the target is pinned to the ground and becomes restrained.
Bludgeoning	<b>Shin bash.</b> Maximum damage, and roll the damage dice again.
Magic	<b>Blast of power.</b> Triple damage.

TABLE 31

Damage Type	Effect
Slashing	<b>Calf slash.</b> Triple damage.
Piercing	<b>Target practice.</b> Maximum damage, and any enemy of the target within range may make an attack of opportunity against it.
Bludgeoning	<b>...And stay down.</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, it is knocked prone.
Magic	<b>Targeted spell.</b> Maximum damage, and roll the damage dice again.

TABLE 32

Damage Type	Effect
Slashing	<b>Low slash.</b> Maximum damage, and roll the damage dice again.
Piercing	<b>Pierced thigh.</b> Triple damage.
Bludgeoning	<b>Something slipped.</b> Maximum damage, and the target's AC is reduced by 2d4 until the end of its next turn.
Magic	<b>Big boom.</b> Triple damage. If this attack deals force or thunder damage, and the target is Large or smaller, it is pushed back 2d4 × 5 ft., taking 1d6 bludgeoning damage for every 5 ft. traveled.



TABLE 33

Damage Type	Effect
Slashing	<b>Slow recovery.</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, it can make two fewer attacks on its next turn.
Piercing	<b>Shoulder jab.</b> Maximum damage, and roll the damage dice again.
Bludgeoning	<b>Rap on the knuckles.</b> Triple damage.
Magic	<b>Resistance is futile.</b> Maximum damage and, if the target is resistant to this damage type, it loses that resistance for 1 minute. If the target is not resistant, it becomes vulnerable to this damage type for 1 minute.

TABLE 34

Damage Type	Effect
Slashing	<b>You get what you pay for.</b> Maximum damage, and you and the target must make a contested Strength check. If the target loses, its weapon is partially broken and deals 1/4 damage until it is repaired.
Piercing	<b>Distracting jab.</b> Triple damage, and the target must make a DC 14 Constitution saving throw. On a failed save, it has disadvantage on attacks for 1d4 + 1 rounds.
Bludgeoning	<b>Battered shoulder.</b> Maximum damage, and roll the damage dice again.
Magic	<b>Eruption.</b> Triple damage.

TABLE 35

Damage Type	Effect
Slashing	<b>Slashed shoulder.</b> Maximum damage, and roll the damage dice again.
Piercing	<b>Pierced hand.</b> Triple damage.
Bludgeoning	<b>Bruised joints.</b> Maximum damage, and the target must make a DC 14 Constitution saving throw. On a failed save, it has disadvantage on attacks for 1d4 + 1 rounds.
Magic	<b>Didn't want it anyway...</b> Triple damage, and two non-magical items the target is holding or wearing are also affected by the damage type of the spell.

TABLE 36

Damage Type	Effect
Slashing	<b>Forearm blow.</b> Triple damage.
Piercing	<b>Find an opening.</b> Maximum damage, and you have advantage on attacks against the target for 1d4 + 1 rounds.
Bludgeoning	<b>Drop it!</b> Triple damage, and the target must make a DC 14 Strength or Dexterity saving throw. On a failed save, it drops what it is holding (GM decides which hand, or determines randomly).
Magic	<b>Onslaught.</b> Maximum damage, and roll the damage dice again.

TABLE 37

Damage Type	Effect
Slashing	<b>Brow slash.</b> Quadruple damage, and the target is blinded for 3d4 + 2 rounds.
Piercing	<b>Pierced ear.</b> Maximum double damage.
Bludgeoning	<b>Bashed nose.</b> Quadruple damage.
Magic	<b>Magical barrage.</b> Maximum damage, and 3 additional targets within range are affected at half potency, or the spell's area of effect is increased by 15 ft.

TABLE 38

Damage Type	Effect
Slashing	<b>Terrifying slash.</b> Maximum damage, and the target must make a DC 16 Wisdom saving throw. On a failed save, it is frightened of you for 3d4 rounds.
Piercing	<b>With a sharp stick.</b> Quadruple damage, and the target must make a DC 16 Dexterity saving throw. On a failed save, it loses an eye (GM decides which one).
Bludgeoning	<b>Bonk on the noggin.</b> Maximum double damage.
Magic	<b>Spell storm.</b> Quadruple damage.



TABLE 39

Damage Type	Effect
Slashing	<b>Slice to the cheek.</b> Quadruple damage.
Piercing	<b>Right in the kisser.</b> Maximum damage, and the target cannot speak for 3d4 rounds.
Bludgeoning	<b>Nighty night!</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, it is knocked unconscious.
Magic	<b>Impact.</b> Maximum double damage.

TABLE 40

Damage Type	Effect
Slashing	<b>Bloodied nose.</b> Maximum double damage.
Piercing	<b>Neck wound.</b> Quadruple damage.
Bludgeoning	<b>Stunning blow.</b> Maximum damage, and the target must make a DC 16 Constitution saving throw. On a failed save, it is stunned.
Magic	<b>Spell drain.</b> Quadruple damage, and the target must make a DC 16 saving throw using its spellcasting ability. On a failed save, it is unable to cast spells for 3d4 rounds.

TABLE 41

Damage Type	Effect
Slashing	<b>Vexing cut.</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, it cannot take reactions for 3d4 rounds.
Piercing	<b>Between the shoulders.</b> Maximum double damage.
Bludgeoning	<b>Gut punch.</b> Quadruple damage.
Magic	<b>Guiding attack.</b> Maximum damage, and the target has disadvantage on saving throws against your spells for 3d4 rounds.

TABLE 42

Damage Type	Effect
Slashing	<b>Follow-up.</b> Maximum damage, and you may make another attack.
Piercing	<b>Press the advantage.</b> Quadruple damage and, if this was a melee attack, you can make a DC 16 Strength (Athletics) check to increase this to quintuple damage.
Bludgeoning	<b>Winded.</b> Maximum double damage.
Magic	<b>Bombardment.</b> Quadruple damage.

TABLE 43

Damage Type	Effect
Slashing	<b>Nave to chops.</b> Quadruple damage.
Piercing	<b>Follow-up.</b> Maximum damage, and you may make another attack with advantage against the same target.
Bludgeoning	<b>Soften 'em up.</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, it has disadvantage on saving throws for 2d4 + 2 rounds.
Magic	<b>Precise magic.</b> Maximum double damage.

TABLE 44

Damage Type	Effect
Slashing	<b>Slash to the ribs.</b> Maximum double damage.
Piercing	<b>Poke in the belly.</b> Quadruple damage.
Bludgeoning	<b>Get back!</b> Maximum damage, and the target must make a DC 16 Constitution saving throw. On a failed save, it is pushed back 15 ft.
Magic	<b>Terrifying display.</b> Quadruple damage, and all enemies that can see you must make a DC 16 Wisdom saving throw. On a failed save, they are frightened of you for 2d4 + 2 rounds.



TABLE 45

Damage Type	Effect
Slashing	<b>Sliced tendon.</b> Quadruple damage, and the target's speed is reduced to 0 ft. until the end of its next turn.
Piercing	<b>In the knee.</b> Maximum double damage.
Bludgeoning	<b>Low blow.</b> Quadruple damage.
Magic	<b>Surge of power.</b> Maximum damage, and you can immediately cast the same spell against any target within range. This second attack does not expend a spell slot.

TABLE 46

Damage Type	Effect
Slashing	<b>Sweep the legs.</b> Maximum damage, and the target must make a DC 16 Dexterity saving throw. On a failed save, it is knocked prone.
Piercing	<b>Pinned.</b> Quadruple damage, and the target is pinned to the ground and becomes restrained.
Bludgeoning	<b>Shin bash.</b> Maximum double damage.
Magic	<b>Blast of power.</b> Quadruple damage.

TABLE 47

Damage Type	Effect
Slashing	<b>Calf slash.</b> Quadruple damage.
Piercing	<b>Target practice.</b> Maximum damage, and any enemy of the target within range may make an attack of opportunity with advantage against it.
Bludgeoning	<b>...And stay down.</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, it is knocked prone.
Magic	<b>Targeted spell.</b> Maximum double damage.

TABLE 48

Damage Type	Effect
Slashing	<b>Low slash.</b> Maximum double damage.
Piercing	<b>Pierced thigh.</b> Quadruple damage.
Bludgeoning	<b>Something slipped.</b> Maximum damage, and the target's AC is reduced by 3d4 until the end of its next turn.
Magic	<b>Big boom.</b> Quadruple damage. If this attack deals force or thunder damage, and the target is Large or smaller, it is pushed back 3d4 × 5 ft., taking 1d6 bludgeoning damage for every 5 ft. traveled.

TABLE 49

Damage Type	Effect
Slashing	<b>Slow recovery.</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, it can make three fewer attacks on its next turn.
Piercing	<b>Shoulder jab.</b> Maximum double damage.
Bludgeoning	<b>Rap on the knuckles.</b> Quadruple damage.
Magic	<b>Resistance is futile.</b> Maximum damage, and the target becomes vulnerable to this damage type for 1 minute.

TABLE 50

Damage Type	Effect
Slashing	<b>You get what you pay for.</b> Maximum damage, and you and the target must make a contested Strength check. If the target loses, its weapon is broken.
Piercing	<b>Distracting jab.</b> Quadruple damage, and the target must make a DC 16 Constitution saving throw. On a failed save, it has disadvantage on attacks for 2d4 + 2 rounds.
Bludgeoning	<b>Battered shoulder.</b> Maximum double damage.
Magic	<b>Eruption.</b> Quadruple damage.

TABLE 51

Damage Type	Effect
Slashing	<b>Forearm blow.</b> Quadruple damage.
Piercing	<b>Find an opening.</b> Maximum damage, and you have advantage on attacks against the target for 2d4 + 2 rounds.
Bludgeoning	<b>Drop it!</b> Quadruple damage, and the target must make a DC 16 Strength or Dexterity saving throw. On a failed save, it drops what it is holding (GM decides which hand, or determines randomly).
Magic	<b>Onslaught.</b> Maximum double damage.



TABLE 52

Damage Type	Effect
Slashing	<b>Commanding presence.</b> Maximum damage, and you can use your reaction to inspire one ally within 30 feet who can hear you. The ally can use their reaction to make one weapon attack.
Piercing	<b>Join the fray.</b> Maximum damage, and you can use your reaction to encourage an ally within 30 feet who can hear you. The ally can use their reaction to move up to its speed toward you.
Bludgeoning	<b>Get out of dodge.</b> Maximum damage, and you can use your reaction to prompt an ally within 30 feet who can hear you. The ally can use their reaction to take the Disengage action and move up to half their speed.
Magic	<b>Complimentary casting.</b> Maximum damage, and you can use your reaction to empower one ally within 30 feet who can hear you. The ally can use their reaction to cast a spell.

TABLE 53

Damage Type	Effect
Slashing	<b>Momentum.</b> Maximum damage, and your speed is increased by 10 feet for 1d6 turns.
Piercing	<b>Armor piercing.</b> Maximum damage and, if the target is wearing armor, the AC that armor provides is reduced by 2.
Bludgeoning	<b>Blade breaker.</b> Maximum damage and, if the target is wielding a weapon, that weapon is destroyed.
Magic	<b>Unpredictable invisibility.</b> Maximum damage, and you turn invisible until the end of your next turn.

TABLE 54

Damage Type	Effect
Slashing	<b>Slashed shoulder.</b> Maximum double damage.
Piercing	<b>Pierced hand.</b> Quadruple damage.
Bludgeoning	<b>Bruised joints.</b> Maximum damage, and the target must make a DC 16 Constitution saving throw. On a failed save, it has disadvantage on attacks for 2d4 + 2 rounds.
Magic	<b>Didn't want it anyway...</b> Quadruple damage, and three items the target is holding or wearing are also affected by the damage type of the spell.

TABLE 55

Damage Type	Effect
Slashing	<b>Cleave.</b> Maximum damage and, if the damage kills the target, any damage that would reduce the target below 0 hit points is applied to another target of your choice within range.
Piercing	<b>Grievous wound.</b> Maximum damage, and the target cannot take an action on its next turn.
Bludgeoning	<b>Seeing stars.</b> Maximum damage, and the target is stunned until the end of its next turn.
Magic	<b>Replenished arcana.</b> Maximum damage, and you regain the spell slot you used to cast this spell.

TABLE 56

Damage Type	Effect
Slashing	<b>Don't lose your head!</b> Quadruple damage and, if the damage the target takes is equal to or greater than 1/2 of its maximum hit points, it is decapitated.
Piercing	<b>Pressure point.</b> Quadruple damage, and the target must make a DC 18 Constitution saving throw. On a failed save, it is paralyzed.
Bludgeoning	<b>Nighty night!</b> Quadruple damage and, if the damage the target takes is equal to or greater than 1/4 of its maximum hit points, it is knocked unconscious.
Magic	<b>Rejuvenation.</b> Quadruple damage, and you regain a spell slot. Roll a d6 to determine the level of the spell slot.



TABLE 57

Damage Type	Effect
Slashing	<b>Gutted.</b> Quadruple damage and, if the damage the target takes is equal to or greater than 1/2 of its maximum hit points, it is disemboweled.
Piercing	<b>Shot through the heart.</b> Quadruple damage, and the target loses 1/4 of its maximum hit points at the beginning of its turn for 3 rounds.
Bludgeoning	<b>Tenderizer.</b> Quadruple damage, and the target becomes vulnerable to bludgeoning damage for 1 minute.
Magic	<b>Detonation.</b> Quadruple damage, and all creatures within 15 ft. of the target are also affected.

TABLE 58

Damage Type	Effect
Slashing	<b>I never touched a drop!</b> Quadruple damage and, if the damage the target takes is equal to or greater than 1/4 of its maximum hit points, it loses a leg.
Piercing	<b>Chink in the armor.</b> Quadruple damage, and the target becomes vulnerable to piercing damage for 1 minute.
Bludgeoning	<b>Shattered knee.</b> Quadruple damage, and the target's speed is reduced by 1/2. Additionally, for every 5 ft. the target moves, it takes 1d6 damage.
Magic	<b>Blink and you'll miss it.</b> Quadruple damage, and the target must make a DC 18 Wisdom saving throw. On a failed save, it is unable to see you for 1 minute.

TABLE 59

Damage Type	Effect
Slashing	<b>Disarmed.</b> Quadruple damage and, if the damage the target takes is equal to or greater than 1/2 of its maximum hit points, it loses an arm/hand.
Piercing	<b>Distracting jab.</b> Quadruple damage, and the target has disadvantage on attacks until the end of the encounter.
Bludgeoning	<b>Crushed hand.</b> Quadruple damage, and the target loses use of one of its arms or hands.
Magic	<b>Terrifying display.</b> Quadruple damage, and all enemies that can see you must make a DC 18 Wisdom saving throw. On a failed save, they are frightened of you. An enemy can repeat this saving throw at the end of its turn to stop being frightened.

TABLE 60

Damage Type	Effect
Slashing	<b>Hit and run.</b> Quadruple damage, and you can use your reaction to take the Dash action.
Piercing	<b>Hit and hurt.</b> Quadruple damage, and the target of your attack bleeds out, losing 1d4 hit points at the start of its turn for 1d6 turns.
Bludgeoning	<b>Hit and hold.</b> Quadruple damage, and you can use your reaction to attempt to grapple the target.
Magic	<b>Hit and harm.</b> Quadruple damage, and the target of your attack takes an additional 3d4 force damage.



# F&ES FORTUNES



Bad luck effects



## BAD LUCK

When a player rolls a 1 on any d20 roll, roll a d6 and d10 to select a bad luck effect. The player can either make a note of it where it can be seen by the GM and other players, for the GM to use against them at any time, or have the GM note the result, to be used as a surprise future complication, depending on the preference of the table.

Players can only have one bad luck effect in play at any time.

If your group routinely suffers from bad luck with their dice rolls, you could instead allow good luck effects on d20 results of a 1 to balance out their poor fortune.

d10	d6	Effect
1	1	Miss on an attack roll. or -1d20 to a Persuasion check.
	2	Reroll an attack roll. or An overlooked detail forces you to redo a task.
	3	Disadvantage on an attack roll. or You fail to see or hear something significant.
	4	-1d4 to an attack roll. or You gain the attention of a more powerful creature nearby.
	5	-1d6 to an attack roll. or You gain no benefit from your next short rest.
	6	-1d8 to an attack roll. or Something valuable in your possession is damaged.

d10	d6	Effect
2	1	-1d10 to an attack roll. or A fire starts nearby.
	2	-1d12 to an attack roll. or You lose or drop a key piece of equipment.
	3	A missed attack against you now hits. or A risk you have taken does not pay off.
	4	Fail an ability check. or You embarrass yourself at an inopportune moment.
	5	Act last in the initiative order. or You lose your footing or take a tumble.
	6	Deal minimum damage on an attack. or You accidentally reveal a flaw or vice to one that might take advantage.



d10	d6	Effect
3	1	Fail a saving throw. or You trigger a trap that you did not notice.
	2	Disadvantage on a saving throw. or You mistake somebody for someone else.
	3	–1d4 to a saving throw. or You drop your coin purse, spilling its contents.
	4	–1d6 to a saving throw. or A magical ability or spell goes awry.
	5	–1d8 to a saving throw. or You are reminded of a traumatic memory that makes you hesitate.
	6	–1d10 to a saving throw. or Your action has the opposite effect to what was intended.
4	1	–1d12 to a saving throw. or You accidentally harm yourself with a weapon or spell effect.
	2	Your speed is halved for 1d2 rounds. or You are spotted by someone you are trying to avoid.
	3	Until the end of your turn, opportunity attacks against you are made with advantage. or Receive the minimum amount of healing from a single source.
	4	Your blow glances off and strikes a nearby creature. or Your sleep is interrupted, perhaps by vivid nightmares or a disturbance.
	5	You take ongoing bleeding damage from an attack that hits you. or A small item on your person goes missing.
	6	You discover your weapon is in disrepair; it deals half damage until you can take the time required to tend to it. or Something unsanitary infects you with a disease.

d10	d6	Effect
5	1	An attack that hits you stuns you until the end of your next turn. or A person you interact with takes an irrational dislike to you.
	2	An enemy you fight chooses to attack you over other targets, wherever possible. or A chosen creature always knows where you are.
	3	Reroll an ability check. or You do not add your proficiency bonus to an ability check.
	4	Reroll a saving throw. or You mistake a hazard for something harmless.
	5	Your attacks are made with disadvantage for 1d2 rounds. or You gain no benefit from your next long rest.
	6	–1d4 to an ability check. or Your tools break or become damaged while in use.
6	1	–1d6 to an ability check. or You mistake one potion for another and drink it.
	2	–1d8 to an ability check. or You accidentally injure yourself.
	3	–1d10 to an ability check. or A mistake you make harms another creature.
	4	–1d12 to an ability check. or You are convinced that an ability check has succeeded.
	5	–1d20 to an ability check. or You lose the use of one skill for 24 hours.
	6	Disadvantage on an ability check. or –1d6 to a Wisdom (Perception) or Intelligence (Investigation) check.



d10	d6	Effect
7	1	Fail to spot an ambush. or -1d20 to an Intelligence-based ability check.
	2	-1d20 to a saving throw. or You are blinded for 1d2 rounds.
	3	Take maximum damage from a single source. or -1d20 to a Strength-based ability check.
	4	Turn an attack roll against you into a critical hit. or One of your limbs becomes unusable for 1d2 rounds.
	5	A weapon attack made against you is poisoned. or A substance you consume poisons you.
	6	You take an extra 1d4 damage from a single source. or You do not add your proficiency bonus to an ability check that requires tools.
8	1	You take an extra 1d6 damage from a single source. or You have disadvantage on a check to maintain Concentration.
	2	You take an extra 1d8 damage from a single source. or You vomit up a potion you just consumed, rendering it useless.
	3	You take an extra 1d10 damage from a single source. or -1d20 to a Dexterity-based ability check.
	4	You take an extra 1d12 damage from a single source. or You lose your voice and are unable to speak for 1d2 rounds.
	5	You take an extra 1d20 damage from a single source. or You cannot take a move action this round.
	6	-1d20 to an attack roll. or A substance you give someone else to consume poisons them.

d10	d6	Effect
9	1	Gold pieces you find are, instead, copper pieces. or 2d20 gold pieces are stolen from you.
	2	An unlocked door or chest you find is, instead, locked. or When you attempt to pick a lock, your lockpick breaks.
	3	You take double damage when surprised. or An additional hostile creature appears.
	4	You cannot find a place to rest. or You are attacked and surprised by a creature while sleeping.
	5	An attack that hits you disarms you. or You knock an item out of someone's hand.
	6	An attack that hits you knocks you prone. or -1d20 to a Wisdom-based ability check.
10	1	You can take an action, move OR take a bonus action this turn. or You are deafened for 1d2 rounds.
	2	An attack that hits you grapples you. or -1d20 to a Charisma-based ability check.
	3	You become frightened by something you can see. or You are paralyzed by fear.
	4	An enemy makes an additional attack against you. or One of your NPC allies is imperiled.
	5	An attack that hits you incapacitates you until the end of your next turn. or An NPC ally tries to save themselves instead of you.
	6	You fail to draw your weapon or implement. or You accidentally damage an item that does not belong to you.



# F&E FORTUNES



Good luck effects



## GOOD LUCK

When a player rolls a 20 on any d20 roll, roll a d6 and d10 to select a good luck effect. They can then make a note of this effect until they wish to use it, either publicly, privately, or secret from the GM, depending on the preference of the table.

Players can only have one good luck effect in play at any time.

Some of the good luck effects are fortuitous circumstances, which allow the player to affect the game world in a minor way to their benefit. It is a good idea to discuss beforehand what sort of thing would be an acceptable use of these effects to avoid slowing down the game with discussion at the point the effect is used. For example,

it may be acceptable that, as chance would have it, the door to a commoner's home is left unlocked (the owner simply forgot), but not the door of a palace (where it is someone's job to lock up). Each group will have their own right answer to this question.

An alternative use of the good luck effects would be to hand them out in place of inspiration points.

If your group routinely suffers from bad luck with their dice rolls, you could instead allow good luck effects on d20 results of a 1 to balance out their poor fortune.

d10	d6	Benefit
1	1	Succeed on an attack roll. or Find a shortcut or concealed door.
	2	Reroll an attack roll. or You succeed on a death saving throw.
	3	Advantage on an attack roll. or You discover a creature's flaw, weakness, vulnerability, or resistance.
	4	+1d4 on an attack roll. or An old contact helps you out.
	5	+1d6 on an attack roll. or You remember pertinent information that is helpful in your current situation.
	6	+1d8 on an attack roll. or A creature breaks or loses a piece of equipment.

d10	d6	Benefit
2	1	+1d10 on an attack roll. or Successfully disarm a trap.
	2	+1d12 on an attack roll. or A creature of your choice falls prone.
	3	Turn a hit against you into a miss. or Automatically unlock a mundane lock.
	4	Succeed an ability check. or You impress someone you are trying to get on your side.
	5	Choose your place in initiative order. or A creature of your choice is momentarily distracted.
	6	Deal maximum damage on an attack. or +1d20 to a Charisma-based ability check.



d10	d6	Benefit
3	1	Succeed on a saving throw. or You manage to avoid detection by one creature.
	2	Advantage on a saving throw. or Give an ally advantage on a saving throw.
	3	+1d4 to a saving throw. or You are able to improvise a tool or piece of equipment for your purpose.
	4	+1d6 to a saving throw. or You see through a trick, lie, or illusion.
	5	+1d8 to a saving throw. or You are unaffected by a poison or harmful substance you ingest.
	6	+1d10 to a saving throw. or You keep your footing or avoid a fall.
4	1	+1d12 to a saving throw. or You win a game or contest of skill, wits, or logic.
	2	Until the end of your turn, you do not provoke opportunity attacks. or You manage to navigate hazardous terrain without harm.
	3	Receive the maximum amount of healing from a single source. or You find someone or something that can treat a disease afflicting you.
	4	Force an attacker to reroll an attack. or You narrowly avoid activating a trap.
	5	You find twice as much treasure as you otherwise would. or You get the best possible price when you sell an item.
	6	Your attack stuns your target. or Avoid triggering an alarm.

d10	d6	Benefit
5	1	You move through an enemy's space without provoking an opportunity attack. or Successfully break down a mundane door.
	2	A creature becomes stunned after attacking you. or A person you interact with instantly takes a liking to you.
	3	Reroll an ability check. or The GM gives you a hint or clue for how to approach a problem.
	4	Reroll a saving throw. or Recover materials or ingredients that would otherwise be consumed.
	5	You gain the benefits of a long rest after a short rest. or You recover a level of exhaustion after a short rest.
	6	+1d4 to an ability check. or You gain insight into how a spell, trap, or device works.
6	1	+1d6 to an ability check. or You convince a creature that you are an expert in a skill of your choice.
	2	+1d8 to an ability check. or Deal double damage on an attack.
	3	+1d10 to an ability check. or You may take an additional non-attack action on your turn.
	4	+1d12 to an ability check. or You are able to accomplish a task without a tool that would normally be required.
	5	Add double your proficiency bonus to an ability check, whether or not you are proficient. or +1d20 to an ability check.
	6	Your attack strikes both your target and an adjacent creature. or Advantage on an ability check.



d10	d6	Benefit
7	1	You avoid being surprised. or Automatically spot a trap or ambush.
	2	+1d20 to a saving throw. or A creature surrenders, or gives up information willingly, without a fight.
	3	Take minimum damage from a single source. or Reduce the damage taken by an adjacent ally by half.
	4	Turn a critical hit against you into a normal hit. or You gain advantage on a contested ability check.
	5	An adjacent ally may make an attack against a chosen target. or Obtain a clue, or become privy to a secret.
	6	Your attack deals an additional 1d4 damage. or A creature gives you advice on a problem.
8	1	Your attack deals an additional 1d6 damage. or +1d20 to a Dexterity-based ability check.
	2	Your attack deals an additional 1d8 damage. or +1d20 to a Strength-based ability check.
	3	Your attack deals an additional 1d10 damage. or You succeed on a Performance check.
	4	Your attack deals an additional 1d12 damage. or You succeed on an Intimidation check.
	5	Your attack deals an additional 1d20 damage. or A creature flees instead of engaging with you.
	6	Reduce damage from a single source by 1d4. or Interrupt a creature before they do something they (or you) might regret.

d10	d6	Benefit
9	1	Reduce damage from a single source by 1d6. or You avoid hazardous environmental effects for one turn.
	2	Reduce damage from a single source by 1d8. or You gain temporary hit points equal to twice your proficiency bonus.
	3	Reduce damage from a single source by 1d10. or You succeed on a check to maintain Concentration.
	4	Reduce damage from a single source by 1d12. or +1d20 to an Intelligence-based ability check.
	5	Reduce damage from a single source by 1d20. or +1d20 to a Wisdom-based ability check.
	6	Instead of being reduced to 0 hit points, you are instead reduced to 1 hit point. or Be cured of poison or disease.
10	1	+1d20 to an attack roll. or An object thrown to draw attention, knock something down, or similar, has the desired effect.
	2	You avoid being stunned. or Reduce the number of hostile creatures by one.
	3	Automatically find a safe place to rest. or Automatically discover a safe source of food or water.
	4	You stand up from prone without expending any movement. or Automatically overcome one condition.
	5	Your attack blinds your target. or Learn the location of a secret or hidden place.
	6	Your attack damages your target's armor and reduces their AC by 1. or A merchant has the item you need.



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